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ISSUE 1

NOVEMBER 1992

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Most Wante

Name: The Gladiator.

Occupation: TV gameshow contestant.

Wanted: Wanted for appearing in the SNES game Super Smash TV. "Quite possibly the most frantic blast seen anywhere".

Licensed from and a trademark of Williams® Electronics Games, Inc. All rights reserved.

Smash TV® © 1990.

Name: The Undertaker.

Occupation: WWF* Wrestler.

Wanted: Wanted for his bouts with all the stars of WWF* in Super WWF* Wrestlemania* on SNES. The most awesome pro-wrestling game to date.

WWF * and World Wrestling Foundation are registered trademarks of Titan Sports, Inc. Hulk Hogan Hulkamania ** and Hulkster ** are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to Titan Sports. Inc. All other distinctive character names, titles, logos and likenesses used herein are trademarks of Titan Sports, Inc.© 1992. All rights reserved.

Name: Peter Parker, alias Spider-Man.

Occupation: Superhero, photographer.

Wanted: Wanted for appearing in the criminally brilliant SNES Spider-Man/X-Men, Arcade's Revenge.

The Amazing Spider-Man ® is a trademark of Marvel Entertainment Group, Inc. and are produced under license of Marvel Entertainment Group, Inc. © 1992 Marvel Entertainment Group, Inc. All Rights Reserved Marvel Comics is a registered trademark of Marvel Entertainment Group, Inc. © 1992 Marvel Entertainment Group, Inc. All rights reserved.

Dudes

Name: The Terminator.

Occupation: Saving the world from SKYNET.

Wanted: Wanted for T2™. A radical combat classic on SNES.

Terminator 2™ Judgment Day © 1992 Carolco Pictures Inc.
(US & Canada): Carolco International N.V.
(All other Countries).

Name: Bart Simpson.

Occupation: Part-time TV superstar.

Wanted: Wanted all over the world 'coz he's the numero uno cartoon star. In Bart's Nightmare on SNES he's at his most excellent.

The Simpsons ™ & © 1992 Twentieth Century Fox Film Corporation. All rights reserved.

Name: Krusty the Clown.

Occupation: TV clown.

Wanted: Wanted for Krusty's Super Funhouse on SNES. Beat this baby and we'll eat our shorts!

The Simpsons ™ & © 1992 Twentieth Century Fox Film Corporation. All rights reserved.

Acclaim™

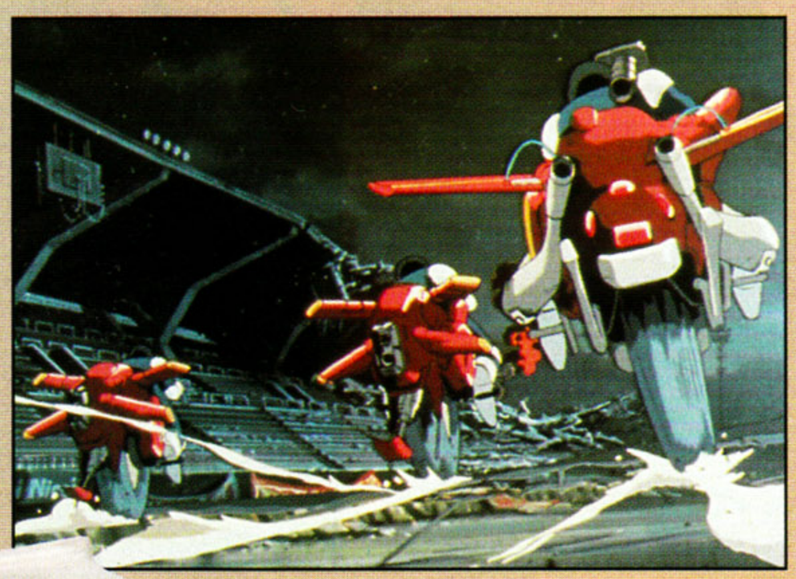
THE WORD ON THE STREET

MORE MANGA MANIA

2089, Venus erupts with war.

The planet has split into two opposing states, ISHTAR and APHRODIA.

Shells explode and machine guns rattle as Ishtar tanks destroy IO the capital of Aphrodia. The city is becoming a prison camp, the streets are patrolled by tanks, a curfew is enforced and homes are stormed by the armed agents of Ishtar.



Enter the Killer Commandos - Hiro, Maggie, Miranda, Cathy and Will - a hard core, high tech monobike racing gang who recklessly decide to take on the Ishtar forces. Psyched up and armed they emerge from their hideout ready for battle.

THROUGH THE VAST OCEANS OF SPACE THE JOURNEY TOWARDS THE LEGENDARY STAR OF ODIN BEGINS...

Find bravery, comradeship, frustration rivalry, uncertainty, love and death as events spiral towards a final breathtaking confrontation involving Ishtars, Aphrodians and our Heroic bike gang.

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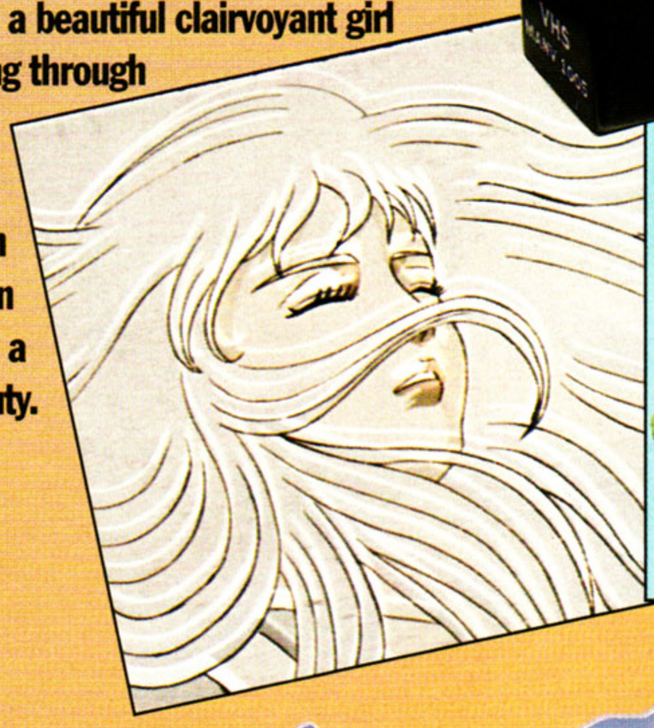
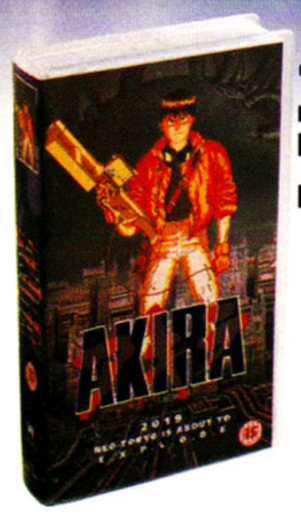
Earth's newest and most elegant photon starship is about to set sail on her maiden voyage when a mysterious SOS distress call sends the fledgling crew to save the Jupiter transit Alford.

Arriving at the rescue destination, the starship finds the Alford demolished with no survivors except Sara, a beautiful clairvoyant girl found spinning through space in a life-pod.

Sara's mystic powers lead the crew off on a voyage through wormholes in space and into an alternative dimension in search of Odin, a mythological civilisation of great beauty.



DON'T MISS THE WAR OF THE 21st CENTURY!



"A towering neon nightmare to rival Blade Runner"

NME

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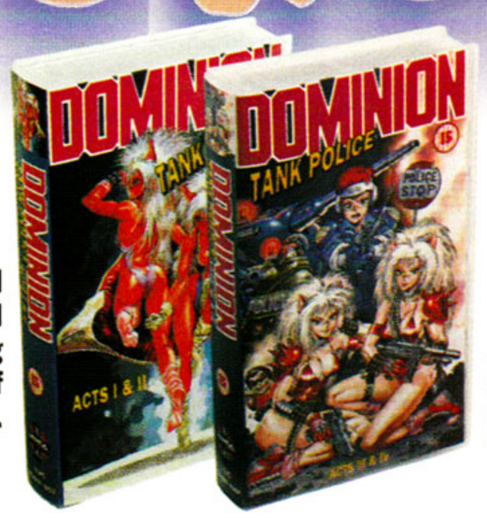
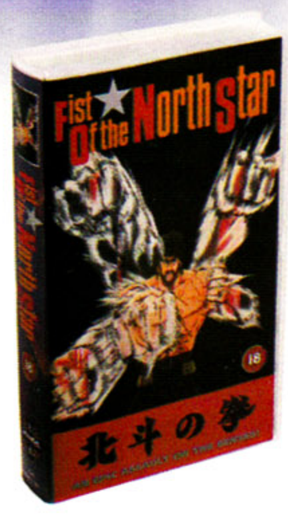


Dominion Tank Police Acts III & IV, reveals all.

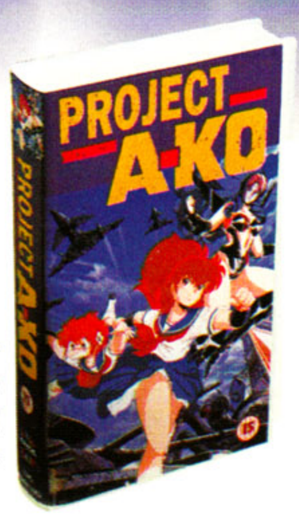
漫 MANGA VIDEO 画

A Division of Island World Communications Ltd,.



Fists fly, blood spurts, bones shatter and buildings crumble, in this action adventure to compare with the legendary Mad Max

B-ko battles A-ko for C-ko in this witty parody that will keep you in stitches.



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NEW MAGAZINE FOR SUPER NES LAUNCHED!

(It's so good, you're reading it!)

Welcome to *Super Play*. Time for me to sit here and tell you just how good this new mag is. And not just good, either – different too. This is the first of a new type of games magazine – bear with me while I show you how...

1 For a start, *Super Play* is perhaps the first British games mag that isn't completely tied-down by UK game release dates. Why? Because the Super Nintendo market is a world market – grey importers, far-away UK release dates and the easy availability of adaptors mean it's just as important for the British gameplayer to know when a top release is coming out in Japan or America as over here. That's why we're going to review all the top Japanese and US games as they become available on import, plus all the UK games as they're released here too – whatever sort of SNES stuff you're into, this is the place to come.

2 *Super Play* is one of the first British console mags to be machine specific, and the first SNES one from a major publisher. Computer game magazines started to concentrate on just one hardware platform some years ago, and we think that's going to be the trend with consoles too – if you play Super Nintendo you want to know about Super Nintendo, not Mega Drive or anything else.

3 *Super Play* is the first Super Nintendo mag to bring you back catalogue reviews of *all* the available games, the first to bring you news on the console market worldwide, and the first to be honest about the respective strengths of Nintendo and Sega. In short, it's the first to treat you like grown-ups. (It doesn't actually *matter* whether you are an adult or not, by the way – what counts is that we're going to take this market a bit more seriously than maybe you're used to. After all, at £45 a game you're making some pretty serious buying decisions...)

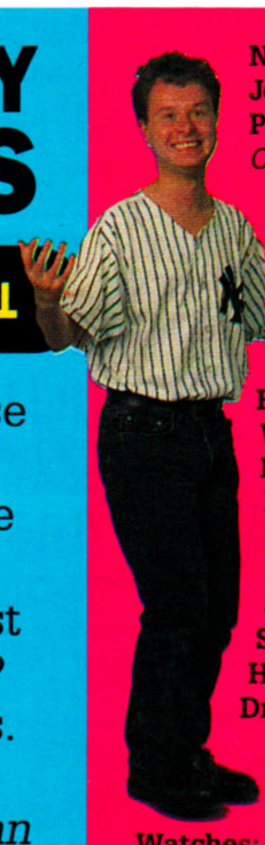
4 *Super Play* comes from Future Publishing – Britain's fastest growing magazine publisher, and the undisputed leader in the computer and video game arena. You probably already read some of our titles – we launched Britain's first Nintendo mag, *Total!*, last year, for instance – so you'll know the standards we set ourselves. *Super Play* is no different – in quality, in sales, in size, in every damn way that counts, this is going to be Britain's premiere Super NES mag, no question about it.

5 *Super Play* is... but, nah. There are plenty more ways in which this magazine is different, but I'll leave you to discover them for yourself over the next 100 pages. (Actually,

SUPER PLAY PROFILES

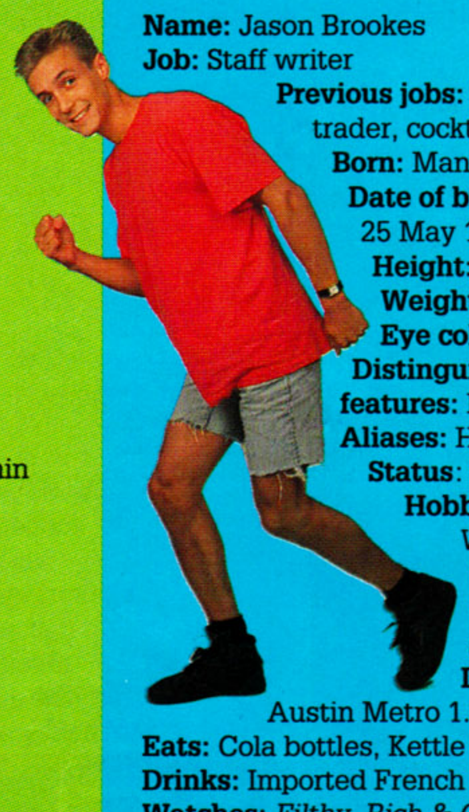
THAT MAGAZINE TEAM IN FULL

Who on earth are these people behind *Super Play* magazine? Where did they come from? And why should I trust anything they tell me? Well, goodness knows. (It's your risk, really.) But here's what we *can* reveal about them...



Name: Matt Bielby
Job: Editor
Previous jobs: Staff writer *CVG*; editor *Your Sinclair*; editor *Amiga Power*
Born: Huddersfield
Date of birth: 24 November 1965
Height: 5' 8"
Weight: 135 lbs
Eye colour: Grey/green
Distinguishing features: Erm...
Aliases: None that I know about...
Status: Alive
Hobbies: Sailing
Drives: Datsun 260Z
Eats: Pink marshmallow rats
Drinks: Guinness
Watches: *American Gladiators*
Reads: Elmore Leonard, *Car & Driver*
Plays: *Parodius, Mario Kart* (badly)

Name: Jonathan Davies
Job: Staff writer
Previous jobs: Car-park attendant; writer *Your Sinclair, Zero, Amiga Power*
Born: Bristol
Date of birth: 3 October 1970
Height: 6' 2"
Weight: 165 lbs
Eye colour: Green
Distinguishing features: Scar on chin
Aliases: Jonno, JD
Status: Single
Hobbies: None
Drives: Austin Montego 1.6L
Eats: Chips
Drinks: Murphys
Watches: *Beverly Hills 90210*
Reads: *Daily Telegraph*
Plays: *Mario Kart*



Name: Jason Brookes
Job: Staff writer
Previous jobs: Street trader, cocktail barman
Born: Manchester
Date of birth: 25 May 1967
Height: 6'
Weight: 158 lbs
Eye colour: Blue
Distinguishing features: None
Aliases: Honest Jase
Status: Single
Hobbies: Weight training, wind surfing
Drives: Austin Metro 1.0L
Eats: Cola bottles, Kettle Chips
Drinks: Imported French beers
Watches: *Filthy, Rich & Catflap*
Reads: William Boyd
Plays: *Castlevania IV, Mario Kart*

ESS

there's one difference already – how many other SNES mags can boast a page count even *near* that?) Suffice to say, we're into this Super NES business for the long haul, and we hope you're going to be too. For both *Super Play* and the Super NES, the best is yet to come...

Cheers!

Matt Bielby

Editor

JUST BOUGHT THIS ISSUE? THEN PHONE US NOW!

Now that you've bought the first issue of *Super Play*, we want to know exactly what you think of it! We'll be here in the *Super Play* offices until 10.30pm on Thursday 1 October – the day this issue went on sale. If you've just read it, why not phone us up and tell us what you think – good, bad or ugly, all ideas will be gratefully received. We'll do our best to answer all your questions too, and if we can't help you out there and then, we'll do our best to send a letter on to you later with the answer. If you've got any game question problems for Ask Ade, we'll take those down too!

This isn't an 0898 service – just us, sitting on the end of a telephone (at cheap rate time too!) interested in hearing what you've got to say.

Phone (0225) 442244 now!

SUPER*EXPRESS*

UK RELEASE PREVIEWS

Your monthly guide to games on upcoming official release, company by company

Acclaim

Acclaim have a fair number of games scheduled for official UK release over the next six months or so. Come late October you'll be able to check out their version of *Terminator II*, while *Spiderman And The X-Men* (put together by Software Creations) looks quite slick, and is due for this country in November, just a couple of months after its release in the US. That's by no means all, though. Expect to see *Bart's Nightmare* – now on import, and reviewed in this issue – getting an official release by Christmas, with the long-awaited *Alien 3* conversion (developed by Probe) out next year.

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Accolade

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Anco/Imagineer

Kick Off 2

Fans of *Kick Off 2* need sulk no longer – it's imminent on the Super NES. Avoid *Pro Soccer* – Imagineer's *Kick Off*-based football game from a year ago – and go for this instead, which at last makes a proper stab at converting the highly popular Amiga games onto console. Look for a review next issue, and a release mid-November. Imagineer's other forthcoming game – a version of Bullfrog's much lauded *Populous* – is now on sale in Japan and looks likely to earn an official UK release by the end of October. Other Bullfrog products – notably *Populous 2* – are on the verge of Japanese release at the moment, though when they'll get here isn't clear as yet.

Electronic Arts

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Gremlin

No news as to whether *Top Racer*, the Gremlin-programmed but

Name: Sue Grant
Job: Production editor
Previous jobs: Production editor *Me*, then before that on *New Woman*
Born: Croydon
Date of birth: 6 March 1963
Height: 5' 5"
Weight: 140 lbs
Eye colour: Grey/green/blue
Distinguishing features: None
Aliases: Sir
Status: Single
Hobbies: Organising things into alphabetical order
Drives: Nothing
Eats: Wine gums
Drinks: Anything
Watches: *Red Dwarf*
Reads: Solzhenitsyn, Stephen King
Plays: *Final Fight, Street Fighter II*

Name: Traci Rochester
Job: Art editor
Previous jobs: Art editor *'Nam, The Unexplained*
Born: Durham town
Date of birth: 1st January 1622
Height: Tall enough to pack a punch, thank you
Weight: A minute and I'll tell you
Eye colour: Romantically muddy
Distinguishing features: None
Aliases: Wor Trice
Status: Alive and kicking
Hobbies: Anything not involving Super Nintendo
Drives: Round in circles mostly
Eats: To stay alive
Drinks: Broon Dog – what else?
Watches: *French & Saunders*
Reads: Cereal packets
Plays: Marbles, Quark Express

Name: Jeremy Bridgeman
Job: Art assistant
Previous jobs: Sports goods salesman
Born: Bristol
Date of birth: 29 April 1972
Height: 6' 2"
Weight: 182 lbs
Eye colour: Blue
Distinguishing features: 4" scar on hip
Aliases: Jez, Jer
Status: Single
Hobbies: Basketball, social magnetism
Drives: Citroen BX
Eats: Chocolate digestives
Drinks: Miller Pils
Watches: Anything funny
Reads: Woody Allen, Jon Elkon
Plays: *Top Gear*

MARIO

THE MOVIE!

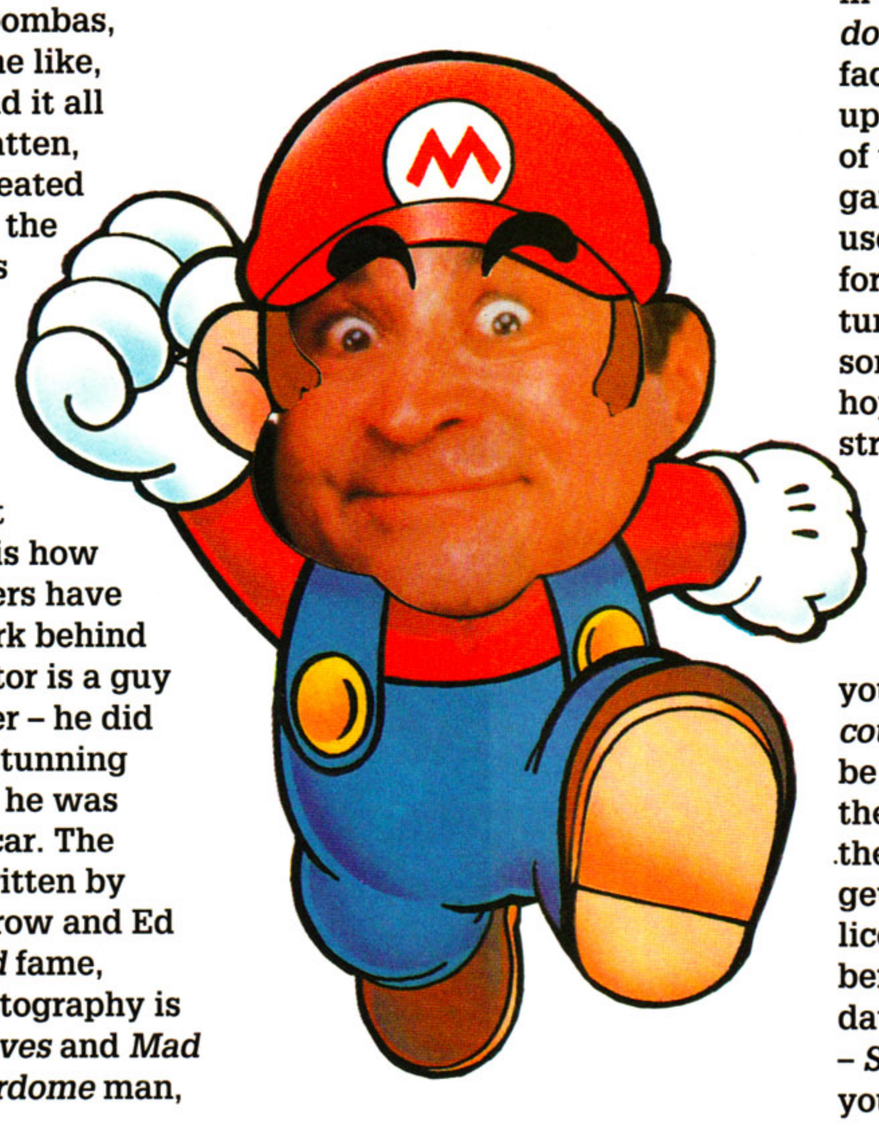
Nintendo's top game character stars in a big budget Hollywood film to rival *Batman Returns* et al!

by Simon Morgan Warr

Sssh, it's a secret. As you may already know, a Mario film is in production, and getting onto the set is a challenge the plumber himself couldn't crack. Which all adds up to the fact that we don't know a great deal about it, apart from the basics – the producers are hoping to keep most of the movie secrets exactly that way until much closer to their release date. Here, however, is the stuff we *have* been able to uncover.

For a start, Bob Hoskins plays Mario – one of the tightest kept secrets of all has been how the rotund British star looks in his blue dungarees, outsized 'tash and peaked cap. American actor John Leguizamo (who?) co-stars as brother Luigi, and they battle it out against a powerful villain, played by legendary Hollywood 'mad bastard' Dennis Hopper. (Film company publicity describes his character as 'Koopa', but we assume he's actually playing Bowser – the giant, turtle-like leader of the Koopas from the games – which would presumably mean he'll need *lots* of make-up.) Actress Samantha Mathis plays Princess Daisy, while assorted baddies, including Koopas, Goombas, Piranha plants and the like, are also promised, and it all takes place in Dinohatten, 'the parallel world created when a meteorite hit the earth 65 million years ago' – presumably a version of Dinosaur Land from *Super Mario World*.

One of the most exciting things about the new film project is how some real heavy hitters have been recruited to work behind the scenes. Art Director is a guy called David L. Snyder – he did the same job on the stunning *Blade Runner*, where he was nominated for an Oscar. The screenplay's been written by Barry '*Rainman*' Morrow and Ed Solomon of *Bill & Ted* fame, while Director of Photography is the *Dances With Wolves* and *Mad Max Beyond Thunderdome* man, Dean Semler. Producers are *Max Headroom* creators Rocky Morton and Annabel Jankel. No news, however, of a director, but still, the line-up they've got so far does look good – between them, these guys haven't just worked on big budget, big name movies, they've worked on big budget, big name *science fiction* movies, so should be able to do a reasonable job of coming up with a believable Mario world. Reports of a never-before-seen 3D matte-painted landscape that moves are most intriguing, for instance, and we can't wait to see how they reproduce Yoshi – apparently he's been created using state-of-the-art 'animatronics', much like those used by Jim Henson's Creature Workshop for things like *The Storyteller* and *Dinosaurs* TV shows, *The Dark Crystal* et al.



However, what we *really* want to see is the set. It's a former cement factory, apparently, but it's sealed like a fortress – quite what's going on in there is anybody's guess. We *do* know that many of the factory's original structure make up the aggressive, industrial feel of the reptile world – possibly the gantries and catwalks can be used as platform-game platforms for the film! There's a 400 ft tunnel, a limestone quarry and some enormous cone-shaped coal hoppers in there – these form key structures in Koopa's diabolical 'Devolution Chamber', while the iron grate platforms allow for striking lighting textures and camera angles.

But that, so far, is it. If you believe the hype, the film *could* be a corker – though we'd be a lot happier if we knew who the director is. And of course, there'll be a huge promo push – get ready for a flood of Mario licensing like you've never seen before! The movie's US release date for the film is Summer 1993 – *Super Play* will, of course, keep you abreast of further details.

Acclaim

Acclaim have a fair number of games scheduled for official UK release over the next six months or so. Come late October you'll be able to check out their version of *Terminator II*, while *Spiderman And The X-Men* (put together by Software Creations) looks quite slick, and is due for this country in November, just a couple of months after its release in the US. That's by no means all, though. Expect to see *Bart's Nightmare* – now on import, and reviewed in this issue – getting an official release by Christmas, with the long-awaited *Alien 3* conversion (developed by Probe) out next year.

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Electronic Arts

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THE BEST UK-DEVELOPED SNES ARCADE GAME YET?

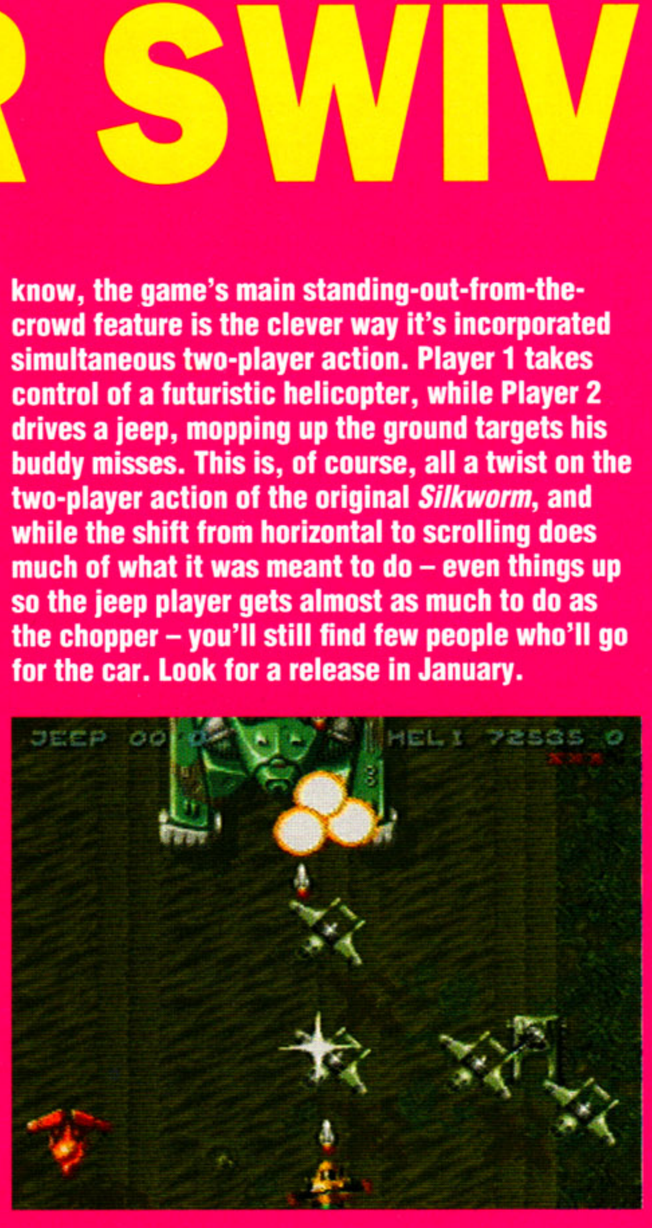
SUPER SWIV

Storm

Remember *SWIV*? A vertically scrolling two-player shoot-'em-up 'inspired' by the coin-op *Silkworm*, it kicked up quite a fuss when launched on the Amiga last year – this was, quite simply, the most arcade-like blaster available for the machine. Still is, in fact.

Well, now it's about to be launched, in updated form, for the Super Nintendo too, and from what we've seen looks sure to cause a few more heads to turn in this form. It's certainly the most polished British-developed SNES arcade game we've seen. As fans of the original will know, the game's main standing-out-from-the-crowd feature is the clever way it's incorporated simultaneous two-player action. Player 1 takes control of a futuristic helicopter, while Player 2 drives a jeep, mopping up the ground targets his buddy misses. This is, of course, all a twist on the two-player action of the original *Silkworm*, and while the shift from horizontal to scrolling does much of what it was meant to do – even things up so the jeep player gets almost as much to do as the chopper – you'll still find few people who'll go for the car. Look for a release in January.

Team work, that's what this game's all about. So no squabbling over who gets to play what (as long as I get to control the chopper, that's all...)



Now you can see *why* I wanted the heli – the less manoeuvreable jeep's been blown up already, leaving me to finish the game.

Unlike the Amiga version, which consisted of just one gigantic level, this *SWIV* is split up in the normal way.

Here we are at the end of Level 1. We'll just blow up this big HQ thing and then... KERBLAM! (Oh dear.)

to guess *Desert Strike* and *PGA Tour Golf* (two big Mega Drive hits and excellent games) as the first two in January, you wouldn't be too far wrong. Top games like the excellent *EA Hockey* (renamed *NHLPA Hockey '93*) and *Road Rash* are also official release candidates – probably a couple of months later. And then there's *John Madden Football '93*. This excellent Mega Drive American Football game turned out to be a bit of an embarrassment in its first SNES incarnation, but new teams, animations and speed should make this new '93 version one to have.

Gremlin

No news as to whether *Top Racer*, the Gremlin-programmed but Kemco-released two-player driving game, will ever receive an official UK release, though a sequel is already underway. However, fans of Gremlin's driving games will be pleased to learn that *Nigel Mansell's World Championship* is due for release early next year. It'll be joined shortly after by *Utopia* – Gremlin's futuristic attempt at a *Sim City/Populous* clone – with others lined up after that. *Video Kid*, too, is being developed for a Japanese publisher – a surprise, that, as it wasn't a major Gremlin release by any means.

Hudsonsoft

The producers of one of our all-time favourite arcade-style games – *R-Type* on the PC Engine – will be releasing a number of games this year, at least one of which should be hitting the shops about now. *Super Adventure Island* might suffer from a

SUPER PLAY'S HOT LIST

The best games aren't always the newest. If none of the carts reviewed this ish tickle your fancy, try one of these. They're modern classics, every one.

PARODIUS

KONAMI: If you thought shoot-'em-ups had to be deadly serious, have a crack at *Parodius*. Pilot your penguin (or octopus, or bee, or, for the conservative amongst you, spaceship) through 12 of the silliest levels ever. The snag is, thanks to unlimited credits, it's fairly easily completed, but you'll have a smashing time doing it.

SUPER ALESTE

TOHO: So far the Super Nintendo's best shoot-'em-up contender is *Super Aleste*. It's fast and violent, with loads going on, and boasts the ultimate in slick graphics – particularly the Mode 7 space station that gradually moves in from the background. Power-ups are awesome too, though occasionally the great weapons take over the game.

PRINCE OF PERSIA

NCS MASIYA: This is fabulous. It's got the best-animated central character in games history (and the SNES has the best version of him on any machine), along with a carefully balanced difficulty curve to keep you coming back for more. Official release next year, but available on import now.

STREET FIGHTER II

CAPCOM: We've reviewed the official version of *Street Fighter II* this issue, but thought it worth making the point again that this is a game, maybe the only one, You've Got To Have. As well as being a pixel-perfect conversion of the coin-op, it's the best beat-'em-up there's ever been. It's that simple.

ZELDA III

NINTENDO: When Nintendo assign their best programmers to a project, the results are invariably breathtaking: *Super Mario World, Pilotwings, Mario Kart*... and *Zelda III*, the third in a series of multi-million-selling NES adventures now on the SNES. Stunning, carefully structured and challenging.

CONTRA III

KONAMI: Nobody writes finer games than Konami, as their 600 (!) full-time programmers would no doubt testify, and *Contra III* – soon to be released in the UK as *Super Probotector* – is one of their finest achievements yet. At its heart is a highly playable run-round-shooting-things game, and over the top of that have been spooned some fabulous (*really* fabulous) Mode 7 graphics and masses of variety. It's tough, violent and is highly recommended by us.

ROBOCOP 3

Ocean

Unfortunately for Ocean, Orion, the company behind the *Robocop* series, is in dire financial straits – one result being that no-one's sure whether the film will appear in cinemas any more. If it doesn't, at least Ocean won't have to worry about accusations that *Robo 3* (the game) doesn't follow the film plot closely enough, though we figure it was unlikely anyway – this 'walk around killing people' formula seems a safe bet *whatever* the movie's like.

Indeed, about the only real surprise is that the game is nothing like the *Robo 3* you may have seen on the Amiga. That broke new ground as far as film licences were concerned, using impressive 3D-filled polygons. The SNES version, however, returns to the horizontally scrolling, side-view recipe used by the *Robocop* coin-op – something the machine is generally better at anyway.

The idea, basically, is to walk along 'policing the neighbourhood' (ie shooting anything that moves). There are some bits with lifts in, too, and some tricky platform-leaping sections – and later on a vertically scrolling Mode 7 bit where a jet-packed Robocop gains the ability to fly – but if you're expecting something jaw-droppingly new here, keep expecting. Look for it in the shops by Christmas.

Look out for the wrecking balls! One thing's for certain – *Robo 3* is a *very* tough game.

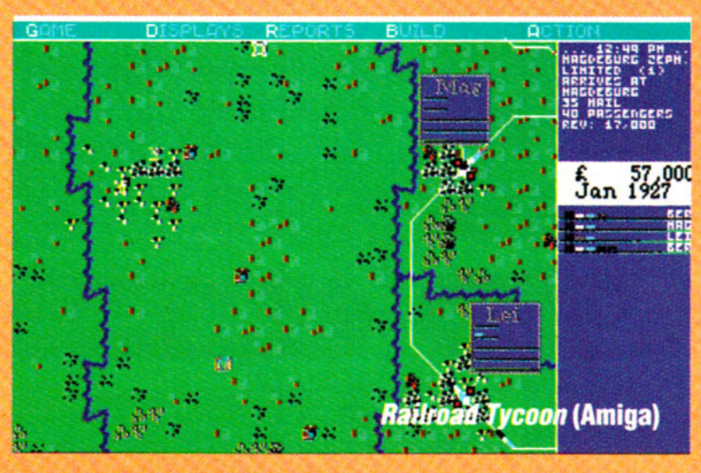
Look, sonny, one of us is covered in polished titanium, and it ain't you.

Lay down your weapons, brothers! Let me hear you say 'Run for it!'

***Prince Of Persia* and probably *Cybernator* too. Indeed, just about the only big name game that's missing from their list is *Gradius III*, which has been deemed to be too old hat.**

MicroProse

You'd think the big boys of PC flight sims would want to keep as far away from consoles as they can. Well, think again – home computer hits *Railroad Tycoon* (a sort of *Sim City*-style game, but with trains to organise, not cities) and action-packed flight sims *F-117A* and *Super Strike Eagle* are coming to the SNES for sure. Think somewhere around



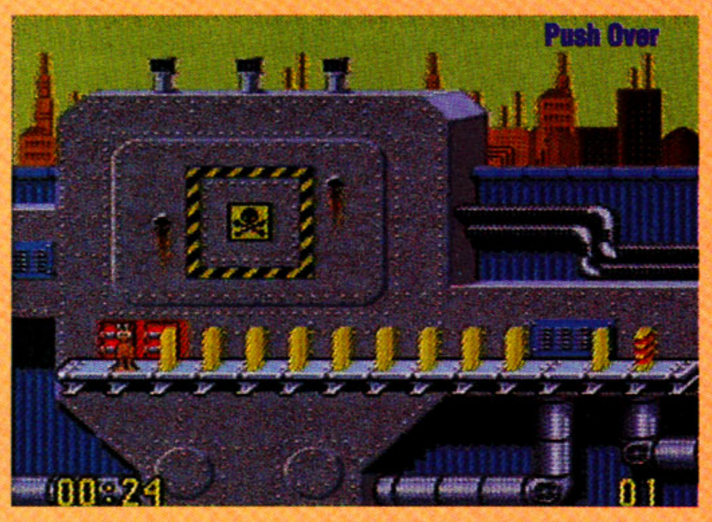
Summer '93 for the first two, and probably a little earlier for *Super Strike Eagle*.

Mindscape

It's a broad church, is Mindscape. If you can see a pattern to their upcoming SNES releases, you're a better man than us. At least you can't accuse a firm capable of putting out such varied games as *Paperboy 2* (out about now), *Chessmaster* (Nov) and *Wing Commander* (a PC classic, due on SNES next year) of putting all their eggs in one basket. *Terminator*, a conversion of the original somewhat ancient film, is shaping up nicely, as is *Battletoads*, the Turtles derivative based on a Tradewest licence and developed by Rare. Still, there's no news on *Captive* or *Ultima VI* yet – though we expect to see both at some point .

Ocean

Of all the big UK software houses, Ocean have really grasped the Super Nintendo bull by the horns, with a whole string of big name licenses and proven ex-computer game



products lined up for release in the UK. First out are *Pushover*, the (slightly) *Lemmings*-ish puzzle game, and *Exhaust Heat*, the Mode 7 Formula One racing game (both due in December or early next year). Other products hopefully appearing shortly include *Cool World*, based on the Kim Basinger *Roger Rabbit*-lookalike film, (a wander-along-and-beat-things-up-with-puzzles-attached game featuring a realistic central character and 'Toon'-type villains), along with a new *Addams Family* game, this one based on the recent US animated TV series, and starring Pugsley instead of Gomez. Last, but not least, is *Mr Nuts* (the title may change), an arcade-style cute platform game featuring a squirrel and put together by Ocean France.

Beyond those, expect Millennium's *James Pond 2: Robocod* to appear under the Ocean banner next year. Word has it that Millennium will convert their current *James Pond* product, *Aquatic Games* (a fishy parody of those joystick-waggling multiple event sports sims of yesteryear) to the Super NES too, though whether this will appear on the Ocean label is anybody's guess.

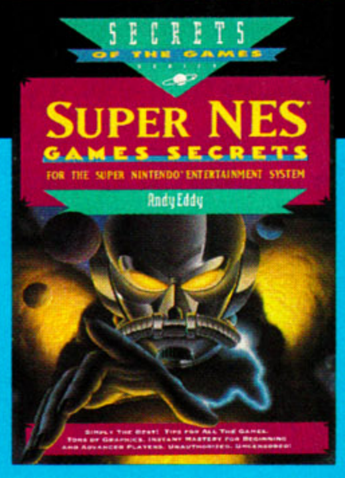
Renegade

It's the first Bitmap Brothers game on Super Nintendo! *Gods* – the big arcade adventure from two Christmases ago – is to be converted to SNES for early next year. The biggest difference between the SNES version and the original Amiga game is that this one is much faster, giving the lead character a much lighter-on-his-feet feel. Expect to see new Bitmap game *The Chaos Engine* on SNES later next year too.

Meanwhile, Sensible Software plan to release a Super NES game by Christmas or early 1993, *Super Play*

BOOKS

In America there's a big market for video game books, most of them being hints and tips manuals for games on PC, NES, Mega Drive and, increasingly, Super Nintendo. We sent Jonathan Davies to thumb through a couple of likely candidates.

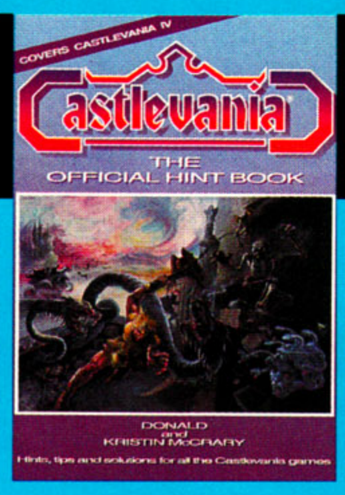


SUPER NES GAMES SECRETS
Andy Eddy
Prima Publishing 296pp
£8.95
ISBN 1-55958-155-7

SUPER NES GAMES SECRETS

The danger with any book of this type is that it's out-of-date almost the moment it hits the shelves. Andy Eddy's book was written about a year ago, a couple of months after the Super Nintendo was launched in America, and covers the 13 games available there at the time. This isn't as much of a disadvantage as it sounds – they're all top games that you're as likely to own as any (apart, possibly, from *Bill Laimbeer's Combat Basketball*) – but that doesn't stop you from getting the impression that this is more of a drop in the ocean than the comprehensive guide the book purports to be.

Still, because so few games are vying for attention in such a weighty tome (knocking on 300pp), the coverage given to each one is exemplary. Waffly introductions are kept to a minimum, screenshots are plentiful and always strictly relevant, and if a cheat mode's available it's guaranteed to be listed in here. And most importantly of all, there's a full walk-through of every game in as much detail as you could possibly hope for (although *Super Mario* players are referred, quite sensibly, to Prima's specialist book on the subject). Finally, the last couple of chapters are devoted to 'previews' of some games not covered and a detailed technical examination of the hardware. All in all, excellent value.



CASTLEVANIA – THE OFFICIAL HINT BOOK
Donald and Kristin McCrary
Compute Books 200pp £8.95
ISBN 0-87455-261-3

CASTLEVANIA – THE OFFICIAL HINT BOOK

Unless you own the NES and/or the Game Boy instalments of *Castlevania* as well as the SNES one, *The Official Hint Book* is best left on the shelf. It only finds room for about 14 or so pages on *Super Castlevania IV*, and fills the rest with *Castlevanias I* to *III*. What's there isn't much use either – it skims over much of the game after pointing out that it'll take at least 15 hours to finish. There's a better guide in *Super NES Games Secrets*, and I suggest you buy that instead.

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your

super Castlevania IV

New

Draculas Horror-Trip! For your Super-NES!!!

He's back, the Duke of Darkness. Count Dracula has returned to unleash untold horrors upon the helpless villagers of Transilvania, in this bloodcurdling, spine-chilling adventure. Can you find your way through 11 terrifying levels each filled with impending doom. Will you find the hidden weapons which will aid you in your mission to defeat the ghosts, ghouls & phantoms which lurk inside the Castle of Undead and roam it's ancient grisly grounds. Are you brave enough to try? Or would you rather die?

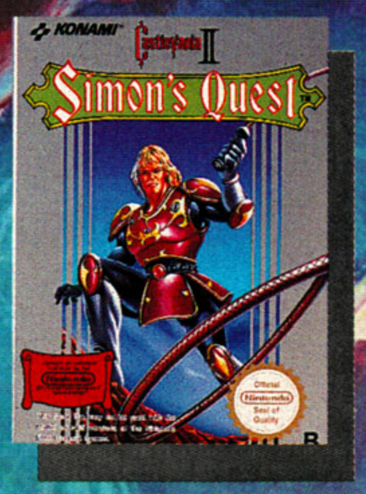
Mean Machines 1/92:
Lots of levels await your whipswinging presence, and they're pretty difficult to master!
OVERALL 93%

MEGA GAME

8 megabit game
11 levels
For 1 Player
System: Super Nintendo Entertainment System

OFFICIAL GAME BOY GAME PAK
OFFICIAL GAME LINK GAME PAK
Original Nintendo Seal of Quality

Other KONAMI games available for your Game Boy and the Nintendo Entertainment System



LICENSED BY Nintendo
super Castlevania IV
Doom is at hand for the Belmont legacy as you enter the most chilling chapter of the most fiendish horror story ever told. Just be sure to tell your next of kin before you begin!
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM

F&P 92/336

Distribution:
Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham Hants, PO 16 8XB

KONAMI
MegaVideoGames

IT'S HERE!

THE BIGGEST UK GAMES SHOW EVER!

Join the *Super Play* team at the Future Entertainment Show 1992! It'll all be there:

The biggest names in games publishing!

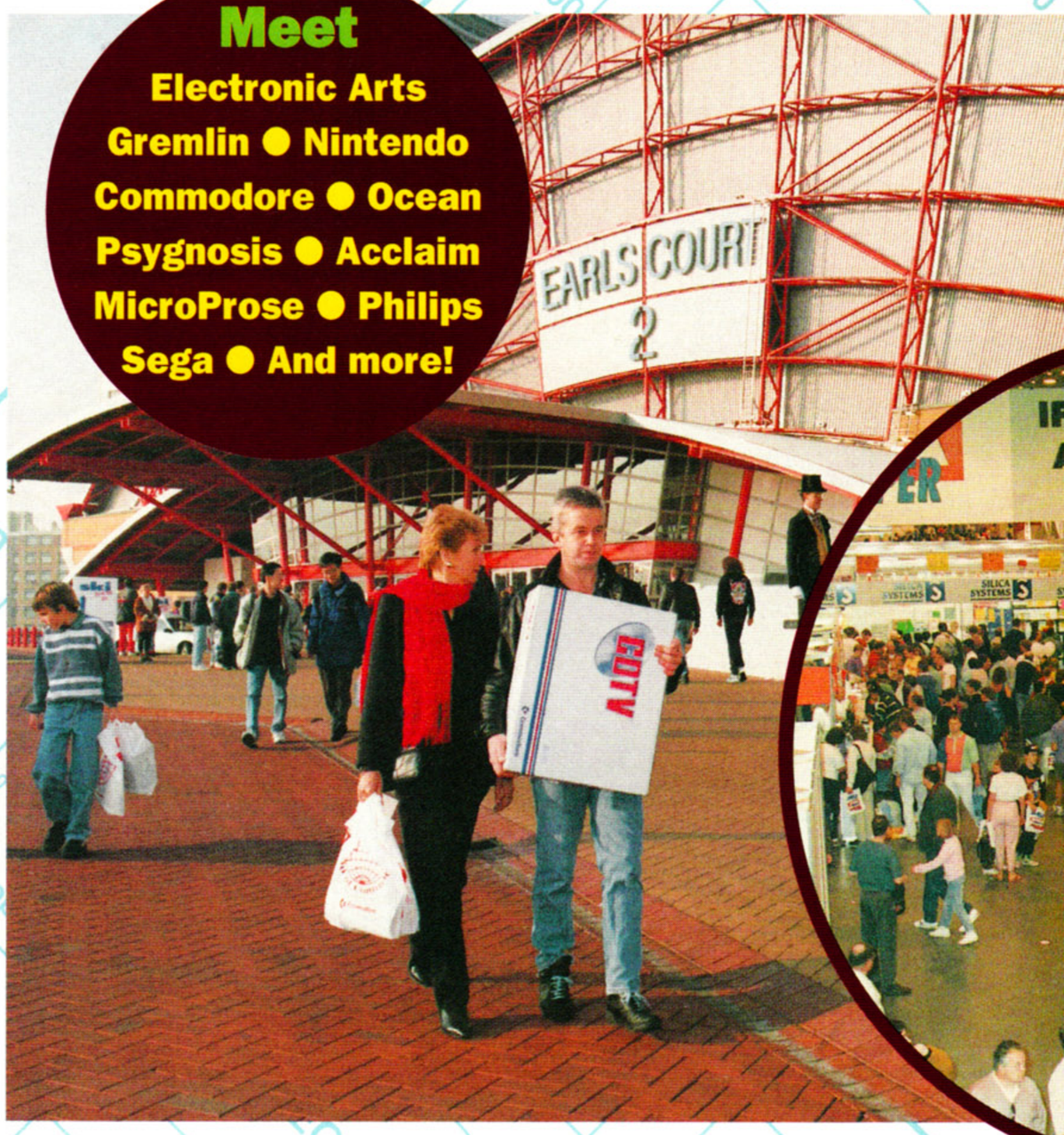
The top hardware manufacturers – including Nintendo!

The star programmers!

The staff of all Future's market-leading computer and video games magazines – including *Super Play*!

The biggest game playing competition ever held in the UK!

Meet
Electronic Arts
Gremlin ● Nintendo
Commodore ● Ocean
Psygnosis ● Acclaim
MicroProse ● Philips
Sega ● And more!



This is the show the British software industry has been waiting for – the biggest ever held in the UK. Indeed, it's not since the late '80s that a computer and video games show of this size been seen in this country. If you've got *any* interest in the world of video games, you can't afford not to attend.

Last year Future Publishing organised World Of Commodore – Britain's biggest ever Amiga-based show. This year World Of Commodore has mutated into a huge brand new show covering all popular computer and video game formats, including Super Nintendo. Instead of 10,000 square metres, this show will be 17,000 square metres. Instead of 37,000 visitors, we expect over 100,000. This will be the biggest computer show held in the UK this year.

So, what can you expect to see at the show?

● Giant stands from all the big hardware companies, including humungous ones from Nintendo and (sorry about this) Sega. Both these stands will be 200 square metres in area – absolutely gigantic. Not only will you be able to check out all the new games and hardware for your Super NES, you'll be able to immediately compare it to arch-rival Sega's stuff too. Big companies like Commodore and Philips will be showing as well.

● Hundreds of exhibitor stands, including ones from all the big names in home computer entertainment. Ocean, MicroProse, Psygnosis, Electronic Arts, Gremlin, Acclaim, Konami, US Gold, Mindscape and more – they'll all be there, and all demonstrating their new games on Super Nintendo, Game Boy, Mega Drive, Amiga, PC and other popular systems.

● The finals of the National Computer Game Championship, Britain's biggest ever computer and video game playing competition. Regional heats are being held at Virgin Games Centres and Megastores around the country on Super Nintendo, Mega Drive and Amiga – the final will be at FES. Watch the best games players in the country go through their paces, and perhaps win up to £10,000 yourself! See the special feature on the other side of the page for more details – this is the video game event of the year!

● Meet the programmers of your favourite Super Nintendo, Mega Drive and Amiga games. Some of the biggest names in game development will be there, ready to show off their latest stuff, answer your questions on game design, and more.

● Plus! New exhibitors and events are being signed up and sorted all the time. There'll beTV and live radio broadcasts from the show! There'll be plenty of cheap games on sale! And more! Rest assured – this is already the biggest event of its kind ever, and its still growing all the time. You've *got* to be there!

● It's all there at the Future Entertainment Show, from 5 November to 8 November, 9.30am - 5.00pm (4.00pm Sunday). The place: Earl's Court. The price: £7.00 adults, £5.00 under 14s (but see below). See you in November!

BOOK EARLY!

To avoid the queues and save money, phone our credit card hotline (or fill out the coupon on page 78) to book your ticket now! Special pre-booking prices: adults £5.95, Under 14s £3.95.

CALL (051) 356 5085 NOW!

WIN £10,000!

THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS GET UNDER WAY. WHO'LL BE THE BEST GAMEPLAYER IN THE UK?

FIRST PRIZE: £10,000! SECOND PRIZE: £4,000!

PLUS!: The eight finalists will all receive a SNES, Mega Drive and Amiga, AND a copy of all the software used in the finals!

It's the biggest computer & video game championships ever held in the UK. Gameplayers will compete on Super Nintendo, Mega Drive and Amiga games at regional competitions held at Virgin Games Centres across the country, then the finalists will come to the FES to compete for the big prize – £10,000! Never before will so many hopefuls have taken part in a single video game competition in this country, and never before have the stakes been so high.

HOW IT ALL WORKS: THE REGIONAL HEATS

The games used for Regional Heats will include things like *Spiderman And The X-Men* and *UN Squadron* on Super Nintendo and *James Pond's Aquatic Games* (EA) on Mega Drive. Regional heats will be held at Virgin Game Centres or Megastores in your particular area from Monday to Thursday on the dates given right, with the finals for each store on the Friday. Participants will be given two minutes to play on the machine of their choice, and the three or four with the highest scores from each store will go through to the Regional Final. At the Regional Final, the players who've got through will have to play on all three formats, and one overall winner will be picked. He or she will then go to the National Finals (where they'll play games like *Street Fighter II*) at the FES in London. The two highest scoring runners up will come along for the Finals too.

REGIONAL HEAT LOCATIONS

LONDON: Week beginning 26 October
Heats: Bromley Game Centre, Croydon Game Centre, Guildford Game Centre, Ilford Game Centre, Kingston Game Centre, 100 Oxford Street Game Centre
Final: Marble Arch Megastore

BIRMINGHAM: Week beginning 26 October
Heats and finals: to be held in Birmingham Megastore

THE WEST: Week beginning 26 October
Heats: Bristol Game Centre and Cardiff Megastore
Final: Cardiff Megastore

MANCHESTER: Week beginning 19 October
Heats: Stockport Game Centre, Manchester Megastore
Final: Manchester Megastore

GLASGOW: Week beginning 12 October
Heats: Glasgow Union St. Megastore, Falkirk Game Centre, East Kilbride Game Centre
Final: Glasgow Argyle St. Megastore

NEWCASTLE: Week beginning 26 October
Heats: Newcastle Megastore, Gateshead Game Centre

FES: THE FINALS

Finals for The National Computer Game Championships will be at the Future Entertainment Show at Earls Court, with qualifying heats on Saturday 7 November, with finals on the Sunday. Future Publishing will pay for the eight finalists plus guardians travel and accomodation.

SATURDAY: Quarter Final
Eight contestants in four knockout heats
The four contestants with the best overall scores on the three machines will go through to the Semi Finals

SATURDAY: Semi Final
Four contestants in two knockout heats
Two contestants with the best overall scores on the three machines will go through to the Final.

SUNDAY: Final
To be played on all three machine, plus at least one mystery format!

Different games will be used on each format in the Quarter Final, Semi Final and Final.
Organised by Future Publishing in association with Bad Influence! and Virgin Retail.

HEAD TO HEAD

CAPCOM POWER STICK FIGHTER VS APOLLO JOYSTICK

Need the ultimate arcade experience in the home? Then you need a joystick – and if you can get one designed for the SNES, all the better. We put two likely contenders through their paces...

CAPCOM POWER STICK FIGHTER

Supplied by SF Games (0925) 861417. Price: approx. £70.

This long-awaited *Street Fighter II* joystick was released in Japan in July, two months after the game – the price of 9,800 yen (£42) being the same as the Super Famicom *Street Fighter II* cart. An infra red cordless adaptor was released at the same time for 7,800 yen – making for an expensive set-up.

So how good is it? Well, while it's attractive, we're not sure how long it would stand up to intensive *SFII* treatment. This isn't the arcade quality joyboard most people expected. Button configuration select is well designed, but button placement could be a *lot* better.

Verdict **Our personal opinion is that the Capcom stick is currently too expensive, as it might not stand up to as much of a bashing as the Apollo one. Remember – advantages such as infra-red remote control will cost you at least another £50, though the sophisticated turbo fire configuration is better than that on the Apollo stick. Still, we'd go for the Apollo – it's a sturdy, no-nonsense item, and when it comes down to it, that's what's important – the more features a gadget has, the more things there are to go wrong! The Capcom is definitely for the posers out there!**
NOTE: Both sticks only work on imported machines, though converted models are on the way soon.

APOLLO JOYSTICK

Supplied by Shekhana Consoles (081) 340 8565. Price: £59.99

The Apollo stick is more of an arcade-style plain joyboard, and is proving very popular with owners of more than one console, as new ones come supplied with adaptors to let you hook it up to Neo Geo, Mega Drive, PC Engine, Super Gun (the arcade 'Jamma board' home system) and, of course, the Super Famicom/Super NES systems. It seems far more sturdy than the Capcom unit and a good design feature is the inclusion of a (simpler than Capcom's) autofire speed configuration on a separate bridge adaptor.

ANIME WORLD

ANIME: WHAT IT'S ALL ABOUT

The Super Nintendo is massive in Japan, of course, but there's one thing that's bigger. We're talking about the incredible world of Japanese animation – or 'anime' – and it shares a lot with the world of games. Helen McCarthy explains...

If you're a Super Nintendo owner you probably already know something about anime – perhaps more than you realise – as many popular games are actually based on anime characters. We'll be running a special stand-alone feature on this subject in more detail next month. But for now, here's a potted history.

First, you'll probably want to know exactly what this anime stuff is all about. Well, remember *Akira*? (see page 94) – western film critics raved about it, and it's sold thousands of tapes, but by and large people over here have treated this most incredible of Japanese 'cartoons' as an unusual one-off – though *Akira* is in no way unique. Japan makes cartoons for adults all the time, and there's more where it came from.

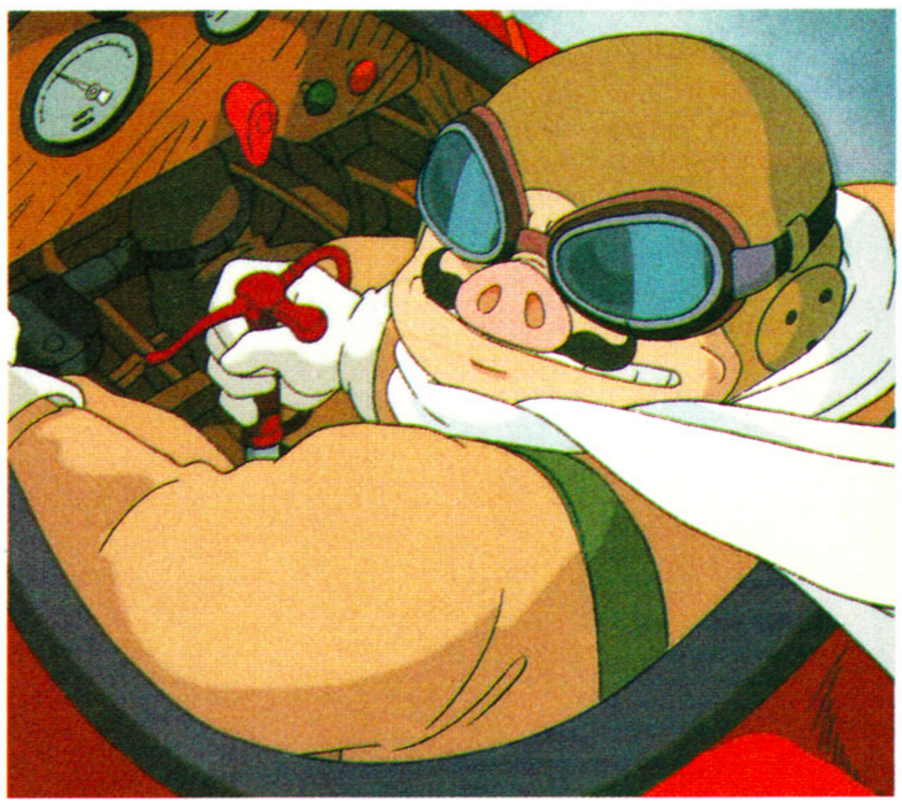
'Anime' is actually the Japanese word for animation. It's what they call a 'loanword' – a name nicked from a foreign language and incorporated into Japanese. It's easy to pronounce and to read, even in Japanese, because loanwords are written in katakana, the simplest of the three Japanese scripts.

Fine, but what's wrong with using the word animation? Well, partly it's because fans use the word anime to signal to other fans that they know what they're talking about, and partly because this stuff really is different.

Animation in the UK and US runs along narrow tramlines. Commercial animation is strictly for kids – cute animals, superheroes and funnies, while the occasional adult feature like *Heavy Metal* or *Fritz The Cat* are not seen as mainstream stuff at all. The only other thing you get here are scratchy, arty shorts on Channel 4.

'Many games are based on anime characters'

In Japan, anime gets prime time TV exposure, a mainstream cinema release or a sellthrough video deal.



***Porco Rosso*: the very popular story of an ex-WW1 fighter pilot in '30s Italy. The twist? He's been magically turned into a pig!**

Old people, young people, rich or poor, highbrow or lowbrow all watch anime films without feeling odd or alienated at all. In Japan, animation is just another popular visual art form. It's OK to watch cartoons. It's even OK to like them.

This all stems from comics – 'manga' in Japanese. Artists in Japan were selling narrative print series in the 17th century, which were as popular and keenly collected as comics in Britain today. It was the great woodblock artist Hokusai who coined the term manga – 'irresponsible pictures.'

After World War II, comics were one of the most important ways in which Japan examined and absorbed the horrific blow to its soul with its transition from an undefeated nation ruled by a god to a heap of rubble overrun by barbarians (ie the Americans and us). The foremost artists in comics, led by Osamu Tezuka, realised that they could use the same techniques in TV and cinema films, and the anime industry was born.

'*Akira* is merely the tip of the iceberg'

Since then anime has grown by leaps and bounds. You can watch about 30 hours of animation every week on Tokyo TV. There's everything from sport, soap opera, and porn to cop shows, science fiction and business programmes – with loads of thriving magazines chronicling the latest in video and cinema releases.

And then there's the merchandise. Which is where Nintendo comes in, with stationary, wallhangings, cuddly toys, kits, sweets, drinks and

Anime World Competition

WIN!

- **Five *Venus Wars* videos!**
- **Five *Odin* videos!**

Venus Wars and *Odin* are the two newest Japanese anime releases from Manga Video, both due in the shops around the same time you're reading this. We've got five copies of each to win – which one do you want to go for?

Odin
A ships in space story, featuring fully rigged schooners (!) flying around between the planets, impetuous heroes who mutiny and steal the best ship in the fleet, a search for the lost civilisation of 'Odin', and a beautiful girl telepath. Lots of action.

Venus Wars
A future war story on Venus, where a young biker gang decide to take on the invaders who are wrecking their civilisation. Very fast, very contemporary, and based on a popular manga (Japanese comic). Lots of action.

And to win one? Just tell us
a) (to win *Venus Wars*) what the Roman deity Venus was goddess of,
and b) (to win *Odin*) the names of the Norse god Odin's sons.
Answers on the back of a postcard to Manga! Manga! Manga! competition, *Super Play* magazine, NUBY, PO Box 10, Sunderland SR4 6SN. Closing date 6 November.

Every month I'll be bringing you news, views, film reviews and a little bit of anime history – my aim is to get you as hooked as I am, because I'm a hopeless anime junkie, or, as the Japanese would put it, I'm an otaku!

Helen McCarthy is the editor of Anime UK, *Britain's leading (indeed, only) specialist anime magazine.*

anything else that will sit still long enough to stick a character logo on it. Games based on popular anime characters are even more sought after than film licences are here.

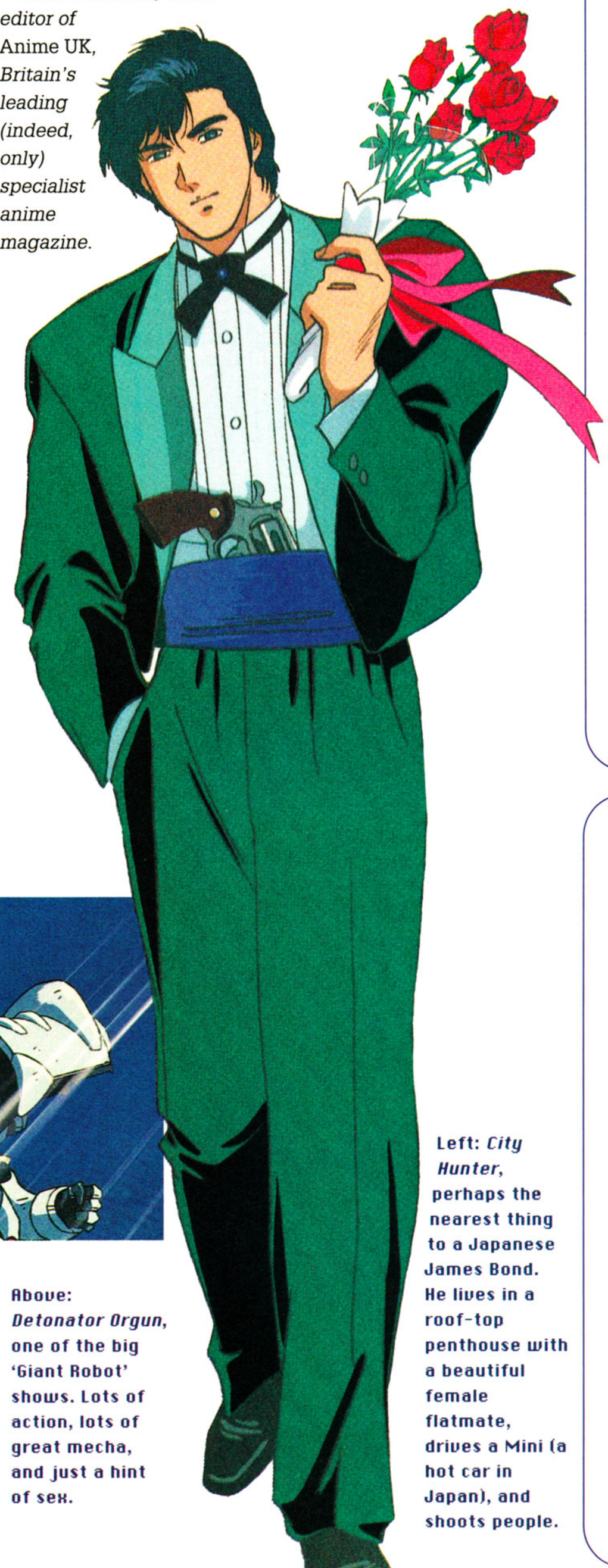
What's this got to do with us? Japan's a long way away, and few of us speak Japanese – so why be interested in their programmes? In short, they're absolutely terrific. *Akira* is merely the tip of the anime iceberg.

Which brings up a bit of a problem. OK, the stuff is there, and you'd like to see it, so how – short of buying a ticket to Tokyo – are you going to get your hands on it? Well, until now, the only way was via the fan network, which sprang up in the US in the '70s and is now thriving in Britain. However, things are starting to change – there's now a UK sellthrough video label (Island World's Manga Video), which has started to release dubbed or subtitled anime into the European market. And (plug time) there's a magazine too – *Anime UK*, which aims to put British readers in touch with what's happening in the world of anime. Plus, of course, there's this column.

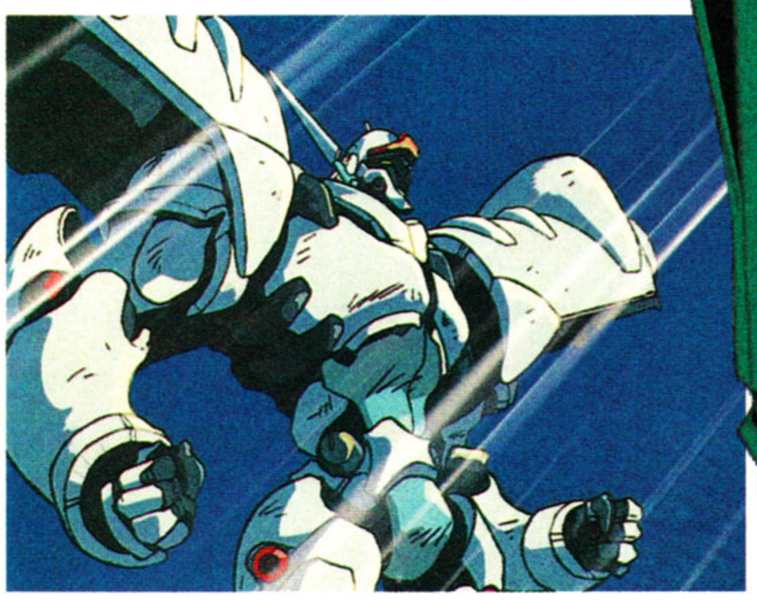
ANIME CONTACT ADDRESSES

Anime UK magazine, 70 Mortimer Street, LondonW1. £3.50 from good SF/comic shops, or mail order from publishers + 50p p&p.

The Manga Club, Island World Communications, 40 St Peter's Road, London W6 9BD.



Left: *City Hunter*, perhaps the nearest thing to a Japanese James Bond. He lives in a roof-top penthouse with a beautiful female flatmate, drives a Mini (a hot car in Japan), and shoots people.

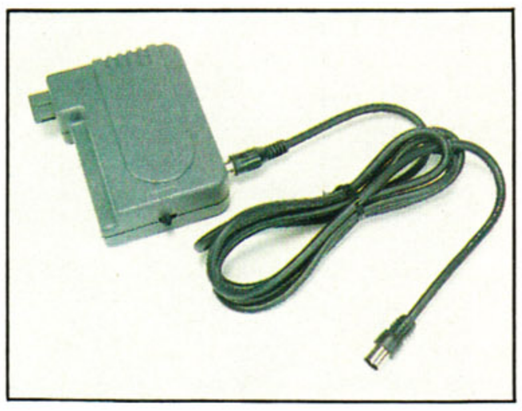


Above: *Detonator Orgun*, one of the big 'Giant Robot' shows. Lots of action, lots of great mecha, and just a hint of sex.

NEW!

PAL BOOSTER FOR IMPORTED SUPER FAMICOM AND SNES

Getting an imported SFC or SNES to run through PAL has always been a problem, and early PAL converted consoles often overheated. Television boosters have been available in Japan and Hong Kong for a while now but reliability, again, put many importers off stocking them. It was with a sigh of relief, therefore, that we came across this version which works perfectly – and not before time.



The Super Famicom PAL Booster - this is the PAL1 model for use with UK TVs. £24.99 from Shekhana.

What happens is that the converter allows imported NTSC (60 Hz SCART-only) machines to run on UK PAL televisions through the normal aerial socket. The best thing about them is their ability to display a full screen PAL image at 60Hz on televisions that support this (many modern TVs now do). The actual unit has a 50/60 Hz switch, but if your TV only supports a 50Hz picture (like older TVs), a slight modification will need to be made to your machine as well (this won't affect your 60Hz SCART display). At 50Hz the picture you get is identical to that on the UK PAL SNES (ie with screen borders and slower speed). See page 20 for an in-depth look at this.

The PAL booster featured here is for the Japanese Super Famicom and plugs straight into the multi-out socket on the back of the machine (a small adaptor costing £4.99 is needed for the American Super NES due to the different shape of the machine's casing). If you're interested in picking one up they cost £24.99 and can be bought from Shekhana Consoles. Telephone: (081) 340 8565, for further details.

BEST 'SERIOUS' SUPER NINTENDO DRIVING GAME YET?

EXHAUST HEAT

Ocean

There are plenty of good racing games on the Super Nintendo, but we're still looking for the definitive, great racing game – or at least, we were until *Super Mario Kart* arrived. Now all we need is a top-notch 'serious' (ie non-cartoony) driving game to complement it – could *Exhaust Heat* be the one? It's certainly done very well in Japan, where it's been available on the Seta label since February, and Ocean must be hoping it'll repeat that success when they release it over here at Christmas.

The game's strong point is the smoothly scrolling Mode 7 courses it uses (unlike most SNES racing games, it gives you a 3D perspective on the course) – check out how well it works when we review the official release version next issue.

Here's an actual race scene, but one of the best bits of *Exhaust Heat* is the fab pits sequence. See next ish for details...

ONLY IN JAPAN

Japan is *the* country of high tech – not just in games, but cars, home entertainment, everything. Sometimes, however, it all goes a bit wrong...

MOZART USED TO CURE BALDNESS!

● A Japanese pharmaceutical company claims to have discovered a cure for baldness – Mozart's French Horn Concerto No3! When combined with the Daiichi company's shampoo, conditioner and hair tonic – a set containing the hair products plus Mozart CD costs £56 – effective hair restoring is claimed. Cynics won't be surprised to learn that it hasn't been proved to work yet – the company has admitted that middle aged balding men subjected to the treatment under lab conditions have yet to show any noticeable extra hair growth!

ELECTRIC SHOCKS FOR SCHOOL KIDS

● A 28-year-old Japanese school teacher in the town of Kitakyushu has been reprimanded for giving electric shocks of up to 100 volts to students who got bad test marks or turned up with the wrong books for class. He forced pupils to hold a steel bar through which he passed an electric current, according to the *Independent*, the strength of the shock depending on how bad he felt the crime.

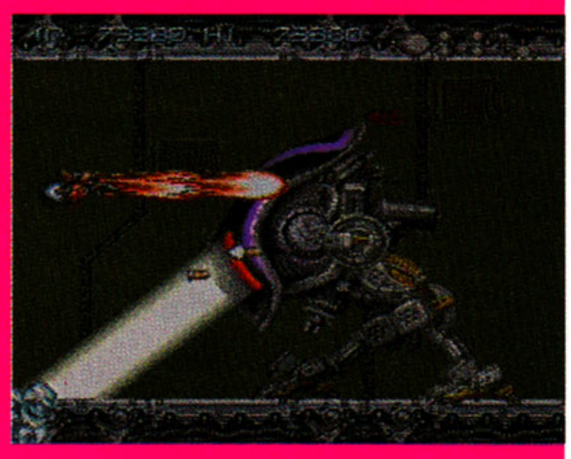
Punishments like that are common in Japan: two years ago a 15-year-old girl was killed when a teacher with a stop watch slammed shut a heavy metal gate on her as she rushed to school a few seconds late.

THE MOST EAGERLY AWAITED SHOOT-'EM-UP OF THEM ALL!

AXELAY

Konami

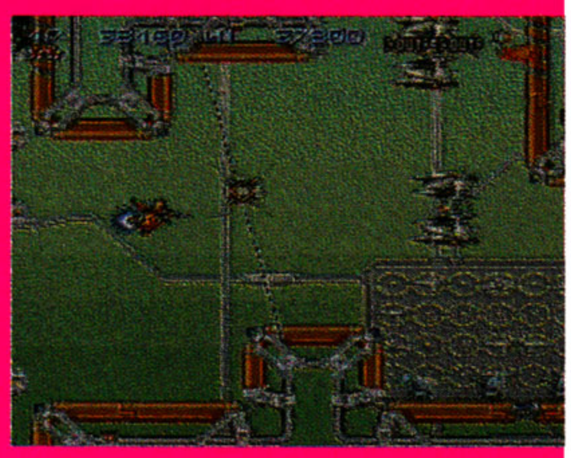
Level 1 has you dodging loads massive rock-type things that're mysteriously floating thousands of feet above the earth. Some of them have guns mounted on top too. (So be careful.)



Yikes! The end-of-level bosses are really something, as you can probably see. This ED-209-type affair fires massive laser bolts at you as he clumps back and forth across the screen. (So be careful.)

There are some games that could only be possible on the Super Nintendo, and *Axelay* is one of them. There's simply no way the Mega Drive or similar could handle its amazing 3D parallax scrolling or vast end-of-level baddies – if you're still looking for proof that you've bought the right console, here it is.

Right, so what's special about it? Well, it's been written by Konami's top Japanese programmers – none of whom have anything less than a top-notch game to their names. A quick glance at the screen shots should tell you everything else you need to know. We'll run a review next issue – this is going to be a big one.

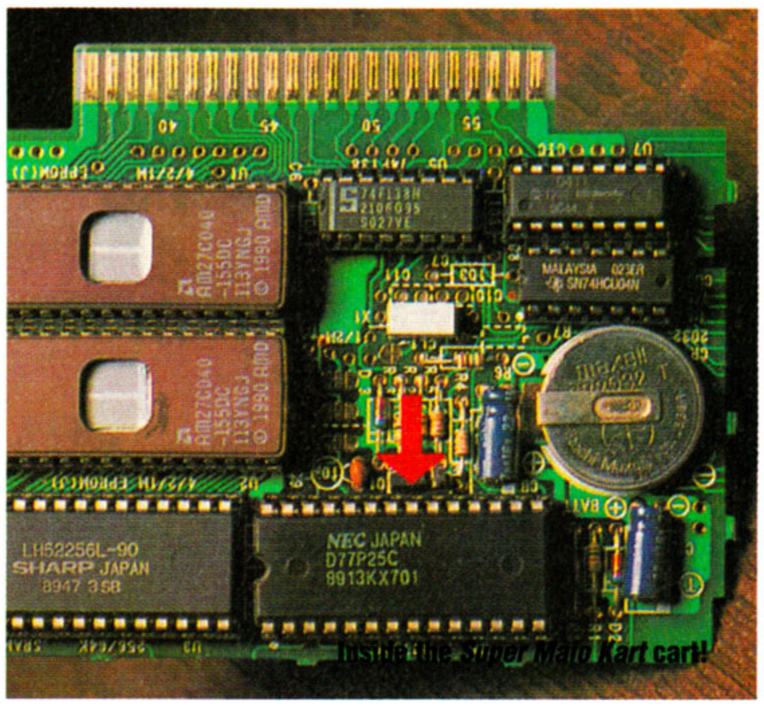


As you can see, the game alternates between 3D vertically scrolling levels (see first screen) and these more conventional horizontal ones. That doesn't make them easy though (so, once again, be careful!)

CARTRIDGE POWER

On 27 August this year *Super Mario Kart* was released in Japan at a price of 8,900 yen (approx £38) – and, indeed, it's reviewed this issue. However, this is no ordinary cart – it's only the second game to incorporate a Digital Signal Processor chip, first seen in *Pilotwings*. The chip is needed to help out with the sophisticated 3D routines seen in both games – without this extra maths co-processor, your SNES processor would take 2-5 clocks (ie 2-5 cycles of the processor) to process one command and the processor speed range would stay in the slow 2.68 -3.58 Mhz bracket. The assistance of the new chip, however, boosts this to 7.6 -10 Mhz, with only one clock needed per command. Where we'll see the new chip again isn't clear – Nintendo apparantly distributed it to third party developers last Autumn, though none have used it yet. (It seems most are still busy trying to get to grips with the machine's basic internal hardware.) However, future 3D titles do seem likely.

● One game that will need faster processing to make work is top 3D racing game *Formula One Grand Prix*. Rumours in Japan about a SNES conversion of Geoff Crammond's masterpiece are strong, though yet to be confirmed.



Inside the *Super Mario Kart* cart!

can reveal, but the team are keeping details close to their chests. The brilliant *Sensible Soccer* is certainly on the way for next year, but their first release will probably be a brand new game. Watch, as they say, this space...!

Storm

Big news from Storm is, of course, *Super SWIV*, to be launched in January. Beyond that, expect *Indy Heat* (a racing game converted from the Leland coin-op) in mid-'93, with *The Lawnmower Man* (based on the recent film) as far away as Autumn next year, plus the *Lemmings*-like *Troddlers* around Easter.

System 3

Two of System 3's most recent computer game releases, *Myth* and *Putty*, are scheduled for SNES release early next year. *Myth* is a time travel hack-'em-up/arcade adventure, while *Putty* is a bizarre, action-packed platform romp, featuring (you guessed it) a lump of putty as its hero.

Titus

Titus has a handful of conversions of established home computer hits lined up, including *The Blues Brothers* (a natural for Super NES if ever we saw one), the very similar *Titus The Fox*, and arcade puzzle game *The Brainies*. No firm release dates as yet.

Trade West

Expect three from Trade West by Christmas or shortly after – *Jack Nicklaus Golf*, *Super Off Road* and *Super Double Dragon*, with *Super Battle Toads* (also see Mindscape) some time in 1993.

Ubi Soft

Jimmy Connors' Pro Tennis Tour – a new version of UBI Soft's old *Pro Tennis Tour* computer game – is due for an official UK release in February (and looks the business). No news on any others yet, but expect UBI to get into SNES in a big way next year. Many people expect *Battle Isle* to be their second release.

THE ONES THAT GOT AWAY

Big names you may have expected to see in this list, but aren't

Code Masters have their Game Genie for release through Galoob and Hornby, but there's nothing happening actual game release-wise, at least for the moment. Expect this to change at some point in the future though – we'll keep you posted. Core are currently developing things like *Corporation* for other people, but won't release anything under their own name until well into 1993, while neither Domark or US Gold have anything planned at all. Empire may start publishing next year, as may Millennium, Mirage and Sierra. Virgin, tight with Sega as they are, have no Super Nintendo plans for this country, while Psygnosis are keeping things very close to their chests – expect some sort of announcement over the next couple of months, though it's as yet unclear what it might be.

ACCOLADE'S BIG TWO FOR THIS WINTER

TEST DRIVE II

One of the *very* smart cars you get to drive.

Four of the courses you drive, including 'East Coast - Hard' which we've selected here.

'Er, good evening, officer.'

Accolade

The original *Test Drive* is one of those games that seems to have been around forever, at least on machines like the PC. And, while it's been enormously successful – everyone's heard of the game, and it's sold hundreds of thousands of copies – it never quite lives up to one's expectations. There's never really much to do in it, and playing it just doesn't feel like driving a real car. We've felt much the same about *The Duel – Test Drive II* (which is like *Test Drive*, but with another car to race against, rather than merely a clock) too. The SNES conversion should change all that – Accolade have really gone to town to make sure it's the best version yet. To that end, they've made sure that the road scrolls really smoothly, hills undulate properly and the scenery actually looks like scenery. This should also be a game that's strong on 'feel' – the controls work just like a real car's (or as near as you can manage with a joypad), while road holding and engine power curves have been given special attention. Most of all though, it just 'hangs together' a lot better than its predecessors. 'Test drive' it for yourself when it comes out shortly after Christmas.

WARP SPEED

And here we are in a black hole. Yuck. (*Oi! I've got a T-shirt like that! – Ed.*)

Accolade

A space epic – that's what Accolade are aiming for here, though not a particularly complex one a la *Wing Commander* et al. No, *Warp Speed* is more of a straight shoot-'em-up really – actually in a similar vein to *Star Raiders*, the vintage Atari release – and has you moving around a grid of 'sectors' clearing them of enemy ships. These ships are the game's main selling point – they're depicted in full spinny-aroundy, zoomy-in-and-outy Mode 7, and look very impressive indeed. Look out, too, for challenges from other hot pilots. To be released some time early next year.

CHARTS WOULD BE A FINE THING!

Every month we'll run four charts in *Super Play* – the official UK one, based on sales in high street chains, the Import Chart, (sales of US and Jap games in this country, complied by Whizz Kid Games), and two charts from abroad. Have fun comparing...

OFFICIAL PENGUIN GALLUP UK CHARTS

Compiled for *Super Play* by Gallup

1. **SUPER WWF WRESTLEMANIA** LJN
2. **SUPER SMASH TV** Acclaim
3. **LEMMINGS** Sunsoft
4. **THE ADDAMS FAMILY** Ocean
5. **SUPER CASTLEVANIA IV** Konami
6. **F–ZERO** Nintendo
7. **SUPER TENNIS** Nintendo
8. **FINAL FIGHT** Capcom
9. **SUPER SOCCER** Nintendo
10. **UN SQUADRON** Capcom

ELSPA PENGUIN CHARTS COMPILED BY GALLUP SPONSORED BY WELLA BISCUITS

The official UK chart obviously doesn't include all the most up-to-date releases – though *UN Squadron*'s managed to slip in there – but it does feature a lot of very good games. This is all quality stuff, with the possible exception of *WWF* – ironic, as it's been the biggest seller. Lots of older Nintendo stuff in there too – though (of course) these do have the advantage that they're five to ten quid cheaper than the other games.

UK IMPORT CHARTS

Compiled for *Super Play* by Whizz Kid Games

1. **STREET FIGHTER II** Capcom (US)
2. **ZELDA III: A LINK TO THE PAST** Nintendo (US)
3. **CONTRA III** Konami (US)
4. **SUPER SMASH TV** Acclaim(US)
5. **KRUSTY'S SUPER FUNHOUSE** Acclaim (US)
6. **SIM CITY** Nintendo (US)
7. **LEGEND OF MYSTICAL NINJA** Konami (US)
8. **SUPER CASTLEVANIA IV** Konami (US)
9. **SUPER GHOULS 'N' GHOSTS** Capcom (US)
10. **UN SQUADRON** Capcom (US)

This import chart is specially compiled for *Super Play* by Whizz Kid Games, based on the games they've been selling most of over the past few weeks. As you can see, few surprises here – *Street Fighter II* still at number one, with *Zelda III, Contra III* and so on all doing well. However, plenty of games here are shortly due for official UK release, or have just been released – things like *UN Squadron, Krusty, Super Smash TV* and *Sim City* – so expect them to drop out of this chart over the coming months as the UK versions enter the market.

JAPANESE CHARTS

Compiled for *Super Play* by Tai Ono

1. **SUPER MARIO KART** Nintendo
2. **STREET FIGHTER II** Capcom
3. **TECMO TEAM SOCCER** Tecmo
4. **MARIOPAINT** Nintendo
5. **PARODIUS** Konami
6. **AGURI SUZUKI F1 SUPER DRIVING** LOZC
7. **PRINCE OF PERSIA** NCS Masiya
8. **LIGHT FANTASY** Tonkin House
9. **KINGS QUEST** Bronson
10. **TURTLES IV: TURTLES IN TIME** Konami

As you can see, plenty of games which have yet to be imported into the UK in great numbers are doing very well in Japan. *Super Mario Kart* has unsurprisingly knocked *Street Fighter II* off its pedestal. In case you were wondering, *Light Fantasy* and *Kings Quest V* are both RPGs. Expect *Axelay*, amongst others, to put in a strong showing in the UK import charts soon.

AMERICAN CHARTS

Compiled for *Super Play* by Woody Carter

1. **STREET FIGHTER II** Capcom
2. **ZELDA III: A LINK TO THE PAST** Nintendo
3. **F-ZERO** Nintendo
4. **SUPER PLAY ACTION FOOTBALL** Nintendo
5. **SUPER MARIO WORLD** Nintendo
6. **FINAL FANTASY 2** Square Soft
7. **PGA GOLF TOUR** Electronic Arts
8. **CASTLEVANIA IV** Konami
9. **CONTRA III** Konami
10. **SUPER GHOULS 'N' GHOSTS** Capcom

A number of fairly well established games in the US charts, showing the power of popular series like *Zelda, Ghouls'n'Ghosts* and *Final Fantasy* to keep selling even when newer, more technically advanced games have hit the shops. Expect to see the recently released *Super Play Action Football* (an excellent name for a game, we feel!) to remain high in the charts for ages too.

SUPERPLAY Interview

SOFTWARE CREATIONS

By Jason Brookes

Left: Richard Kay (in the white shirt) and Mike Webb show off an award for *Solstice* they won from an American Nintendo magazine.

Below: The complete Software Creations team (plus bike) outside their central Manchester offices.

INTRODUCING THE FIRST IN A SERIES OF SHORT CHATS WITH THE PEOPLE BEHIND THE GAMES

SOFTWARE CREATIONS was started in late 1986 by Richard Kay and Mike Webb, two ex-Ocean coders. After the usual run of mildly embarassing budget games (*Scooby Doo* being one of the better ones), things slowly started coming together – *The Sentinel* on the Spectrum, assorted versions of *Bubble Bobble*, and the 16-bit conversions of *Bionic Commando* and *Ghouls 'n' Ghosts*. Console work followed, including big NES titles like *World Games*, *Target Renegade*, *Sky Shark* and the popular *Solstice*. Their only currently available SNES title is a polished arcade conversion of *Super Off Road*, though this is soon to change, as *Super Play* found out when we spoke to Richard and Mike about their company, the Super Nintendo and, well, *everything*...

Q Okay, so how long have you been working with Nintendo, and, particularly, writing Super Nintendo games?

A Mike: We've been doing 8-bit Nintendo for ages. We went to see Nintendo of America in Seattle back in 1987, then met them again in January '88 at the Chicago Consumer Electronics Show, and made the deal. Because of that, I believe we were the first people to get a development licence for Super Nintendo outside Japan.

Q What, you even beat Nintendo of America?

A Richard: Yes, I'm pretty sure we got the licence to do *Equinox* (the sequel to *Solstice*) on Super Nintendo before any American Nintendo developers started their 16-bit work. I think it's because Sony Imagesoft were so impressed with the work we did on *Solstice* on the NES.

Q What other stuff is on the horizon?

A Richard: We've just finished *Spiderman And The X-Men In Arcade's Revenge* for Acclaim, and we've also got a brilliant original platform game in the works. It's currently called *Plok*, and although we haven't yet confirmed a publisher, we're confident that it'll be a major success. (*See elsewhere in Super Express for more on* Spiderman– *Ed.*)

Q Which other SNES developers do you rate yourselves, and why?

A Richard: Well, I don't think anyone can question Capcom's excellent work so far, but we're also impressed with the things Nintendo themselves have done. They've got some very talented people at both Nintendo of America and NCL (*Nintendo Company Ltd, the Japanese arm – Ed*). The problem for us is that while we may have a team of around 30 people working on a game at any one time, companies like Capcom and Konami have absolutely hundreds – it's hard to compete.

Q So you're at a disadvantage when up against with the big guys?

A Mike: True, but that doesn't mean the things they're doing will be any better. *Plok* has as much graphic data as *Street Fighter II* (16 meg), but with a 50% compression routine we can cram it all onto 8 meg. They could've done the same, but 16 meg just sounds so great!

Q How easy is it to get a Nintendo development licence nowadays?

A Richard: Not difficult, but it's *very* expensive, especially buying the development systems from Nintendo. We found a way around that though – what's happened is that Mike, our technical director, has reverse-engineered both the NES and SNES to fit our existing development hardware, which has saved both money and effort.

Q So, the big question: how do you rate the Super Nintendo? What's it like to work on?

A Mike: Well, it's a huge step forward from the NES! On the whole, the graphics and sound put this console in the super league, and for the gameplayer, it's excellent – we expect it to do incredibly well in the UK. As a programmer's machine it's quite unusual, however, because of the slow processor – though there *are* ways of speeding it up. Early games like *Super Ghouls 'n' Ghosts* slow down ridiculously easily, and you really have to put most of that down to poor programming. A lot of Japanese programmers use 'C', not machine code (*'C' is the world's most popular programming language, though it's not really efficient enough for writing games – Ed*) which perhaps explains it. However, sonically the SNES is a musician's dream. We know – the stuff our guys Tim and Geoff Follin have been doing is amazing.

Q Nintendo have a strange reputation as a company. Do you find them easy to do work for?

A Mike: Japanese companies are notoriously difficult to work with for westerners – to actually get a game passed by Nintendo is a long and painstaking process. They have incredibly high standards and won't compromise on even the smallest details. Many of their practices are excellent, though – play testing is a very important to them, much more so than we're used to in the UK, which is something we've had to learn from.

THE BIG COMPETITION PAGE WITH THE BIGGEST PRIZES

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THE SUPER
YOUR COMP

Super Nintendo, Super Famicom, SNES. Whatever you call them, these grey boxes contain something very special indeed, the games machine for the '90s – worked on by the best programmers, with technological capabilities that have barely been touched on yet, and marketed by the biggest video game company in the world. If you've ever played a Super Nintendo game you'll be a convert, if you haven't, then you're going to be. It really is that good.

NINTENDO: LETE GUIDE

By Jason Brookes

The next six pages will tell you everything you'll need to know about this new machine. Partly an extensive guide for beginners – read this and you'll be able to join in Super Nintendo vs Mega Drive arguments with the best of them! – and partly a celebration of the machine for those who love them. We won't say that what isn't covered here isn't worth knowing, but it certainly isn't *essential*. The complete story starts over the page...

WHERE WERE YOU ON 21 NOVEMBER 1990?

Looking back, that was an important day, though it may not have seemed it at the time. Me, I remember lying in bed at 1.30 pm, pondering the arduous tasks a dole-boy has to deal with on a daily basis. What I'd meant to do was buy some food for the cat and cash my giro. But what I actually did was stay in bed, and dream about Japan, and, in particular, the brand new Super Famicoms I knew had hit the shops of Tokyo just 12 hours before.

In my dream, I remember picking my way through the busy Shibuya district, 25,000 Yen (about $100) burning a hole in my pocket. I spotted the Laox Computer Centre. It looked a good bet, so I rushed in and slammed my dosh on the counter.

'Ohayo gozaimasu, Super Famicom Kudasai...'

Which is where the dream fell apart. For a start, the answer I got was incomprehensible, but a combination of body language and faltering Japanese finally got the message across. I could tell the sales staff found it very amusing – this dumb gaijin turning up so ridiculously late. They'd sold out of machines in the first hour on sale, you see – hundreds of Japanese game freaks had camped out on the street the night before to make damn sure they got hold of one.

Back in the real world, I didn't actually get my first Super Famicom until three months later, from a company called Console Concepts, and for $300, not 25,000 Yen. It was worth the wait though. After all, it *is* the best games machine in the world.

THE HISTORY OF THE SUPER NINTENDO: HOW IT CAME TO BE

THE IRRESISTIBLE RISE OF THE NES

To understand the genesis of the Super Nintendo, you've first got to realise the extent of Japan's obsession with video games. Nintendo may be a giant international company, and America may be far and away its most important market, but nowhere on earth do games players love their video games like they do in Japan.

The love affair between the Japanese and Nintendo began in 1983, when the company – which had previously made playing cards – launched its 8-bit Famicom ('family computer') games system, renamed the NES (Nintendo Entertainment System) for the US and Europe.

The machine was a massive hit. By 1985 more than 6.5 million Famicoms had been sold in Japan. Things really took off when its US cousin hit the States the following year, entering the market at a time when existing console manufacturers Atari, Mattel and Coleco were suffering real financial problems. By the end of 1988, 7 million NES units had been sold in the US, along with 33 million units of software. Nintendo's share of the American video game industry had reached around 75%, and, unbelievably, continued to grow. By 1990 the US home video game industry was worth $4 billion, and Nintendo controlled $3.4 billion of it. Phew!

So what can we put this down to? Well, many people tend to give all the credit for Nintendo's success to its aggressive marketing policy and use of Japanese business practices – particularly the way it keeps tight control of what can be done with its machines. That may be true, but it only tells half the story, and does a disservice to the quality of the games. Put simply, Nintendo tends to attract, and keep, the very best programmers. That it should be a Nintendo product – *The Legend Of Zelda* – that became the worlds' first million-selling video game should amaze no one.

'THEY HAD A MEGA DRIVE-BEATER OF THEIR OWN WAITING IN THE WINGS...'

SEGA STARTS TO LOOK DANGEROUS

It's not been the same success story in Europe, however. Despite selling 33 million units worldwide – there's an NES in one out of every three US households! – this side of the Atlantic has remained tricky for Nintendo. Much of this can be put down to the fact that it simply hasn't spent a great deal of effort developing the market over here – the NES was only launched in the UK in 1987, allowing Sega's technically superior Master System a good head start, and one it's consistently maintained. Nintendo has never seemed worried, though, and when you look at the size of its US market share, and the failure of Sega's Master System over there, it's not really very surprising.

And that was the situation until recently. Nintendo dominated the important Japanese and American markets, leaving Sega pretty much a free rein with the scraps (ie Europe). It was the launch of the Sega Mega Drive (called Genesis in the US) that changed all that. Might Nintendo be losing it? Why didn't it seem too bothered about the Mega Drive making massive inroads into the US market? Surely, as many of the industry speculators pointed out, they could only afford to be so laid back if they knew they had a Mega Drive-beater of their own waiting in the wings...

THE SUPER FAMICOM – A NEW HOPE

News first broke about the Super Famicom years before its release in Japan, as industry journals and games magazines speculated on the potential of a 16-bit Nintendo. Still, much of it was guesswork – the details and specifications only began to filter out slowly. Demos of games like *Pilotwings* (then called *Flight Club*) were displayed, but Nintendo kept tight-lipped about the release date of its new system. After all, it didn't want to kill the 8-bit market any sooner than it had to – 33 million systems (in the US alone!) is a user-base worth saveguarding.

Still, one thing all this waiting and speculating *did* manage to ensure was that by the time the Super Famicom was released, public awareness of the machine in Japan was enormous. Though it was initially launched with only two games (*Super Mario World* and *F-Zero*), every shop in Tokyo sold out within hours. Top releases like *Final Fight*, *Pilotwings* and *Actraiser* helped build the machine a fine reputation for strong software, and now there are well over 130 games available in Japan alone.

Then there was America, where the feeling that Nintendo had left it too late – and allowed Sega's Genesis to build up too big a lead – was even stronger. But counting out The Big N too early is dangerous. Indeed, Nintendo claims to have sold more than 3.4 million SNES' in the US since its release last August, and if predicted sales of 6 million SNES units and 20 million games in 1992 are reached, it looks like the company's firmly on top again. If that proves to be the case, it won't be too much of a shock.

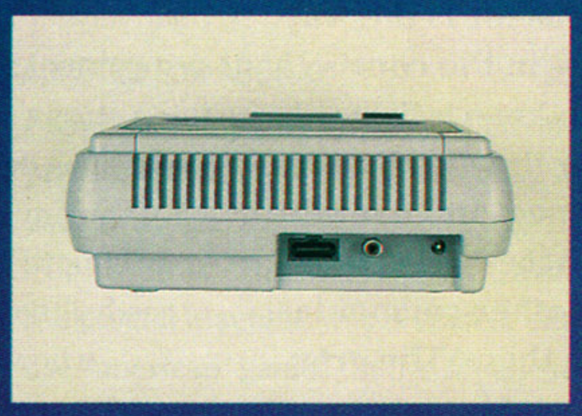
Three types of joypad for three types of Super Nintendo. Top: the original Japanese Super Famicom model – the UK machine is nearly identical, bar the writing. Left: the American joypad, in 'delightful' purple tones.

And the three types of cartridge. From top left, clockwise: UK, Japanese and (ugly) American.

UK, US AND JAPANESE MACHINES: THOSE DIFFERENCES IN FULL

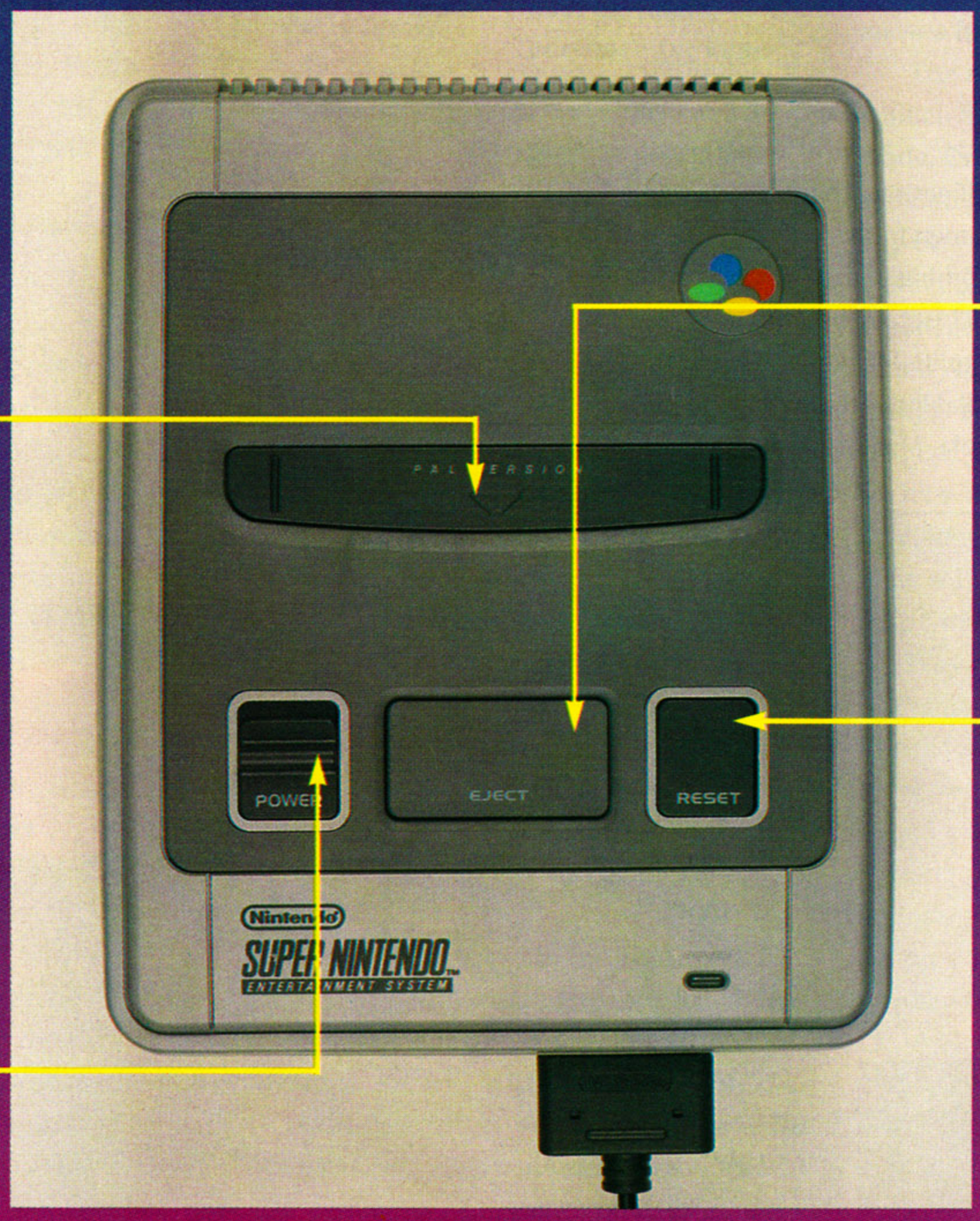
Front view of a British Super Nintendo – you can see the two joypad ports and not a lot else. The Japanese machine is identical.

Rear view of a UK Super Nintendo. From left to right you've got the 'Multi Out' port (for SCART/AV connection), the RF Out port (to TV aerial) and your AC Adaptor.



Externally the SNES is simplicity itself. This is the slot you plug your cart – or any adaptor/Action Replay/etc – into. A dinky little cover keeps the dust out.

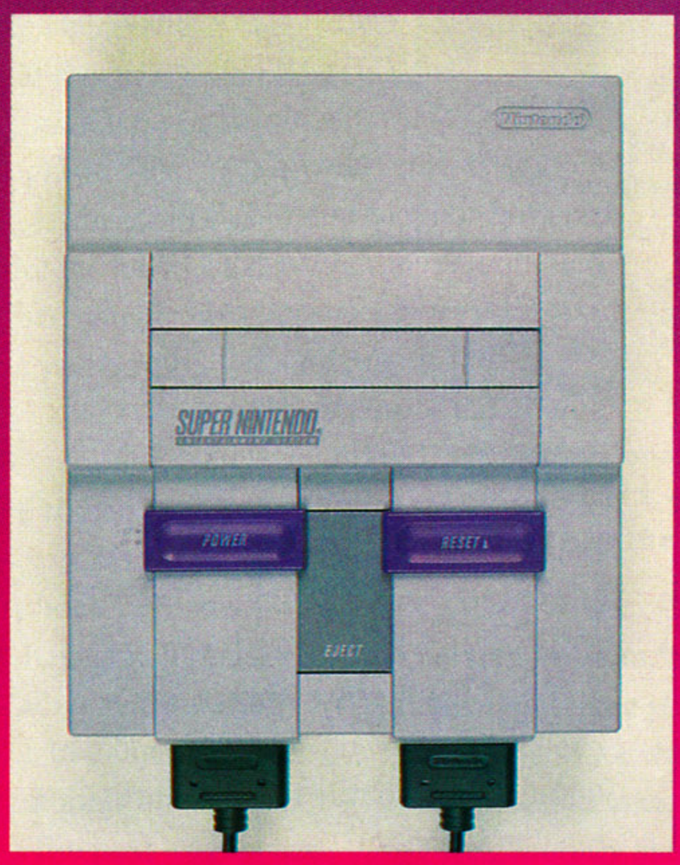
Power on/off! Don't worry about damaging the machine by plugging a cart in with the power on – the power switch also acts as a lock and won't let you.



Eject bounces your cart back out of its slot again when you're ready to switch off or swap games.

Reset keeps the current program running on the SNES, but chucks you back to the beginning again, if you want to give it another go from stage one.

The Japanese Super Famicom. Apart from the name, this is virtually indistinguishable from the UK model.



The American machine – in many ways, *the* one to have, but oh dear, something's gone very wrong at the design stage, hasn't it? The US Super Nintendo has all the styling finesse of a purple breeze block. Despite the difference in looks, however, controls are identical.

GREY IMPORTS: THE PRICE OF FAME

One of the things Nintendo is most famous for is the way it will fight – in the courts if need be – to keep a firm control over the distribution of its machines, and over the games and accessories that are sold by other companies for use with them. The grey import story is the story of how Nintendo lost that control. Well, sort of. Let me explain...

As you probably know, Japanese business power has been particularly concentrated in the consumer electronics field for decades now, an area in which new developments are happening all the time. The problem is that sales generally can't keep up. After a new product has been a success in Japan, the manufacturer gears up for a big push in its second market (the US), and by the time it gets round to the rest of the world (ie us) years have often gone by.

This is exactly what has happened with consoles in Europe. There are exceptions – the PC Engine gained an official release in France fairly early on, though it's never been made available in the UK – but on the whole, Europe suffers from the relatively late introduction of systems and software. Because of this a strong unofficial import market has developed.

For many people the term 'grey import' conjures up images of seedy little back street dealers who would gladly let you trade in your granny against the latest piece of imported hardware – and with some justification. Thankfully though, con-men in the industry are becoming increasingly rare.

'EVEN HOTTER NEW MACHINES TO IMPORT...'

The story behind how this not-quite-black-market, not-quite-official industry grew up is fairly simple. Mail order ads for imported consoles appeared in UK games magazines back in mid 1988, and the reason why was the PC Engine. This hot new machine, launched in Japan in late 1987, was NEC's bold attempt to challenge Nintendo, and proved a massive hit. Not only was the hardware remarkable, but it had top-quality games too (like an excellent version of *R-Type*). This was clearly a games machine that stood head and shoulders above existing consoles, as well as the then-new Commodore Amiga and Atari ST games computers.

Hardly surprising, then, that among hardcore gamers a massive demand for the tiny new machine built up. It was only a matter of time before import companies started to sell the PC Engine in the UK, then to bring new software in, and eventually start looking for even hotter new machines to import. And what better hot new machine than the new Super Famicom...?

SNES adaptors: clockwise from top left; the common SNES Game Converter; the even commoner Datel Universal Adaptor; and the Super Adaptor.

A GREY IMPORTER'S STORY

One of the chief advantages of buying an imported American machine over a Japanese one – long enough leads for you to play without sitting with your nose pressed up against the TV!

To give you some idea about what life as a grey importer is all about, we spoke to Console Concepts, one of the grey industry's leaders.

First, a bit of history. Console Concepts, based in Newcastle-under-Lyme, Staffordshire, has been at the forefront of the market since 1989. Doing most of its business by mail order, the company was originally known as PC Engine Supplies, and in that form helped to establish the popularity of the Engine as a hard-core gameplayer's machine. With the arrival of further console releases, like the Mega Drive, Super Famicom (SNES) and Neo Geo, the market expanded yet again – the company now estimates that the size of the UK grey import market for consoles may be around 15-25% of the total market.

'ONE STEP AHEAD OF THE INDUSTRY'

So why have sales of foreign software on the Mega Drive and Super Famicom/SNES in the UK taken off to such a degree? Well, for a start, grey importers enable British console owners to buy titles far earlier than they'd otherwise be able to get them. They let them play games they'd never otherwise get to see too – many Japanese and American carts will never get a proper release in this country.

Another reason they've done so well is that grey importers are now far more reliable than they used to be. And more enterprising – Console Concepts were actually selling *Street Fighter II* in the UK a couple of days before it was even released in Japan! How? Because Capcom sent early supplies out to Japanese retailers to make sure that every shop could meet a simultaneous on-sale date, that's how, so there were a fair number of early copies kicking around in Japan. Some got side-tracked to Hong Kong, and from there to the UK – Console Concepts actually sold most of their first batch of 400 games (at £90 each – they cost 9800 Yen, or £42, in Japan!) before they even arrived here! This might seem like a huge mark-up, but with a wholesale price of £50.00 in Hong Kong and all the extra costs like VAT (17.5%), import duty (7%) and shipping, it's not surprising that they were expensive. It certainly illustrates the seriousness with which UK grey importers now treat their business.

But where do we go from here? Well, for as long as Japanese gaming technology continues to move at such an incredible rate – and there are no signs of any slow-down – it looks like grey importers are here to stay.

Sega's current initiative – to tackle grey imports with new cartridge protection chips – may delay the market, but won't stop it.

The sobering thought is that while big Super Nintendo games currently make up the bulk of their business, the SNES is already old hat for people like Console Concepts. For them, the newest technology is the important thing, and they're eagerly awaiting the release of things like the Super Famicom CD ROM system, and beyond that the next big Japanese console (possibly the 32-bit NEC machine). It's the supply of goods like these to hardcore game freaks that enables grey importers to stay one step ahead of the industry.

To speak to Console Concepts about any of their products, call them on (0782) 712 759.

Left: The UK SNES in all its glory. This has some great advantages – chiefly ease of purchase and complete compatability with all UK TVs – but it's at the expense of speed. To owners of Amigas or Mega Drives, though, still a stunning machine.

Below: The American model. Perhaps the best all round purchase for keen gamers.

SUPER NINTENDOS: A BUYER'S GUIDE

Buying a SNES has never been so easy. Official machines are the natural choice for most people and it's easy to see why. Convenience, reliability and a good guarantee are not qualities to be sniffed at, though foreign import machines offer various additional advantages that make them worth considering. If you're still undecided about which machine you want to buy (and there are three to choose from), here are the pros and cons of each one:

1. UK SUPER NINTENDO.

Officially available in high street stores countrywide. A one-year warranty provides security against defects. For the current price of £150 you get the basic machine, plus extras including a SCART plug, two joypads, and the *Super Mario World* cartridge. The big difference between this and foreign machines is that the UK console is a PAL machine, and can therefore be plugged straight into a normal UK television. There is a cost to this convenience though – not only do you get borders at the top and bottom of the screen (instead of a full screen image) and thus a slightly squashed look to the graphics, the games run approximately 17% slower than on imported machines.

If you use the optional SCART plug, the picture is slightly clearer and with stereo sound – though, to be honest, if you *do* possess a SCART television or monitor, an official UK SNES is a poor substitute for an imported, SCART-only SNES/Super Famicom. Why? Because that will run at the speed it was designed to, and with an arcade-style full screen picture too.

'ADAPTORS ARE A GREY IMPORTERS LIFELINE'

2. US SUPER NINTENDO

Because of the recent US price drop of the stand-alone console to around $55 (!), very cheap imported models will soon be available in the UK, making the official model seem rather overpriced. Not only that, nearly all American models are SCART-only (but see this month's news pages for information about PAL TV boosters), meaning that if you've got a SCART TV you'll be able to play imported games on it at exactly the speed the creators intended. Reliability and quality are excellent.

The biggest drawback with the Yank model is its shape – an ugly purple and grey box, enough to make the ill-fated Amstrad GX4000 look attractive – but if you can live with that, this is probably the best machine for most users. One advantage of the American model is that you don't need to buy a converter to run Japanese games on it, as long as two little plastic tabs inside the cartridge slot have been removed – often a job that's been done before you buy it. It's a simple thing to do yourself if you're careful, though, and can save you £20 on a bridge adaptor (see 'Adapted for addicts' for more info). One-year warranties are usually provided by importers – check before you buy.

3. JAPANESE SUPER FAMICOM

The first version of the SNES to be available, and still imported in some numbers. It's looks identical to the UK model, but with ridiculously short joypad leads (the Japanese have small houses, so presumably can't get very far away from the screen even if they want to!). Usually machines are SCART-only (imported PAL models have never proved to be that reliable in the past – again see news pages this month), providing identical picture and sound quality to the US model – perfect. You'll need an adaptor to run US or UK carts though (no snapping of plastic here!), and while a good buy for owners of SCART TVs or monitors, it's probably not quite as cheap or convenient as the US model. Warranties are usually provided by importers.

ADAPTED FOR ADDICTS

Adaptors are a grey importer's lifeline. They provide a relatively cheap and easy way for you to use cartridges from one country on a machine from another. The first adaptors, available before the official machine was released, allowed you to use American games on the Japanese Super Famicom. All these adaptors did was act as an extension or bridge from the machine's cart slot to allow a foreign cart to be plugged in.

The release of the UK SNES, however, required a much more complicated type of adaptor to be made. Every SNES console contains a software protection chip – this looks for a similar chip on any cart you plug in and allows the game to run if it is recognised. The reason American and Japanese systems are completely interchangeable (once you use a bridge adaptor or snap those little tabs) is because they both use the same chip (F411, if you want to get technical), which looks for its sister chip (D411) on the cart. British machines, on the other hand, use a completely different chip (F413, which responds to a D413 chip), which is where things get complicated.

Why the different chip? Well, partly because Nintendo put it in there to deliberately complicate things for grey importers, but that isn't the whole story (we'll get to the rest in a minute). It did complicate things too, though it hasn't made running grey import games on your UK machine impossible – you'll just need a UK/US/Japanese adaptor to do it. In fact, these are a fairly wise buy whatever machine you own, because they're

The original Japanese Super Famicom – now fairly rare in the UK.

universally compatible. Instead of the adaptor having just one slot for a foreign cart, it features a second slot for the type of cart your machine is supposed to take. The security chip from this cart – we generally use the *Super Mario World* one that comes bundled with the machine – is accessed, while the rest of the Super Nintendo runs the data from

the foreign cart. It's not too expensive a solution (around £10-£20), and, most importantly, it works.

Before we completely finish with adaptors, a quick word in Nintendo's defence: it didn't change the security chip on UK machines just to be awkward – there's more to it than that. You see, at least two imported carts have problems running through an adaptor. Foreign copies of the brilliant flight simulator *Pilotwings* and this month's *Mario Kart* game experience screen break-up or flicker when running on some of the older adaptors we tried. This is not because of the special maths co-processors within the cartridges, but simply because the carts' resistor wiring is slightly different from other carts. In the rush to get adaptors on the market, manufacturers across the board failed to spot this incompatibility difference and hence many of the first adaptors on the market won't allow these games to work.

'OFFICIAL UK CONSOLE OWNERS... GET A POOR DEAL'

And here's why Nintendo probably changed the chips for the UK model. They didn't want the possibility of *any* games running on any system with screen flicker or other obvious faults – it could be damaging to Nintendo's reputation, whatever the reasons for it happening. So they did their best to make sure the possibility didn't arise, and who can really blame them?

A WORD ABOUT PAL AND SCART: ALL THIS TECHNICAL NONSENSE EXPLAINED IN FULL

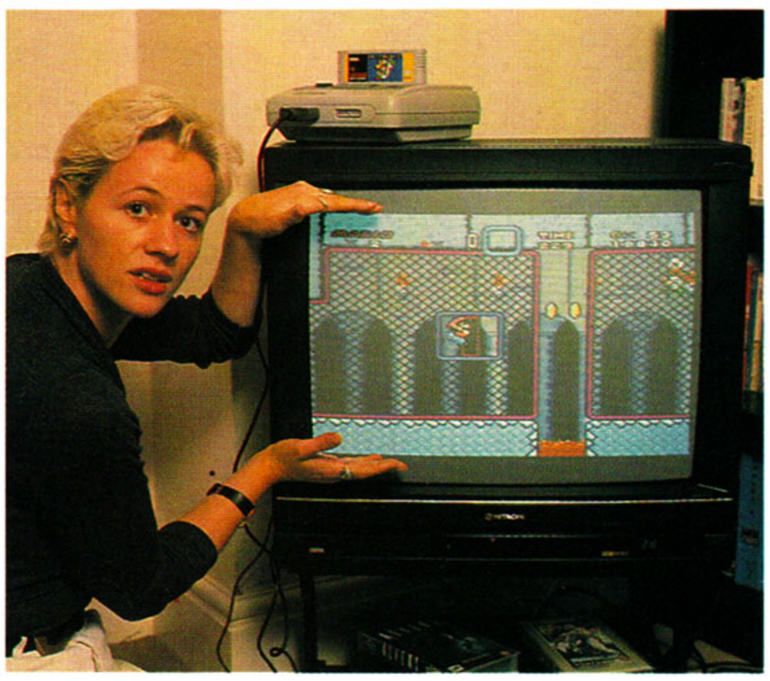
One of the most common problems when buying a SNES – or, indeed, any console – has to be the amount of confusion surrounding PAL and SCART. Of course, if you buy an official machine from any high street chain, you'll always get one that plugs straight into a normal TV through the aerial socket. No problem there. Nintendo even include a SCART plug with the official UK console, to allow you to input the signal through the 21-pin SCART socket (Euro-connector) found on the back of modern TVs and monitors.

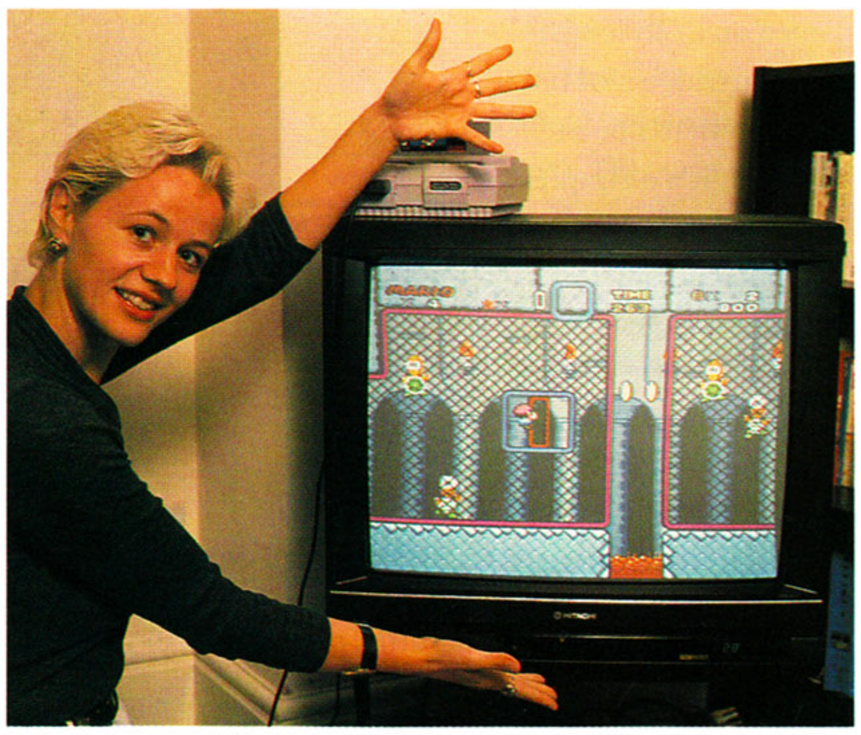
Imported Super Nintendos/ Super Famicoms, however, are nearly always SCART-only, but where they differ substantially from UK models is in the quality of picture. This is because, as mentioned earlier, imported consoles run approximately 17% faster and with a full screen picture, without a border at the top and bottom as on UK models.

So why does the UK Super Nintendo suffer from these faults? Well, it's all to do with the limitations of some British TVs. The UK SNES picture you see on screen updates 50 times a second (50Hz) and this is the same even when outputted through the SCART plug. To cope with this, official consoles have to be slowed down by the inclusion of a modulator. Music is also noticeably slower on an official machine.

Import machines are faster because very little needs to be done to get them running on a SCART TV or monitor. Japanese and American systems update 60 times a second (60 Hz) and also support a full screen picture. Because a SCART TV/monitor can support a 60 Hz display, the picture you get from an imported machine is identical to the display a Japanese or US player gets.

In other words, official UK console owners who happen to own a SCART TV get a poor deal, as their TV is quite capable of displaying games at the proper speed, but their SNES won't allow it. The sad thing is that this needn't be the case – if Nintendo had fitted a 50/60hz switch, letting you disable the modulator when using a SCART TV, UK gameplayers would get full value from their games.





Traci shows us the differences between the pictures on UK and imported machines. The British PAL machine (above) shows the game with heavy borders at the top and bottom of the screen, while the American Super Nintendo shows *Super Mario World* in all its glory. *Much* more arcade-like.

So where does that leave us? It all depends on what you're used to really. If you've played games mainly on an Amiga, any Super Nintendo will seem impressive, and the bands at the top and bottom of the screen won't bother you. However, if you've got used to a foreign machine, the differences you'll find with a UK model can become annoying. Not only does the smaller screen size take away some of the arcade look, the slower speed can spoil playability.

British Mega Drives suffer from exactly the same problem, the reduced speed of UK Mega Drives earning the machine a reputation for being 'too easy.' The only reason the SNES gets away with it a bit better is that Nintendo games tend to be that bit harder in the first place, so it doesn't matter so much.

The point of all this? It's simple. To be effective at reducing grey imports, Nintendo should have at least made sure that official UK consoles can look and sound as good as the imported ones.

SUPER NINTENDO VS MEGA DRIVE THE TOTALLY UNBIASED DEBATE

No, honestly. We're not in the business of taking gratuitous swipes at Sega here – the Mega Drive is a damn fine games machine. However, it's not quite as damn fine a games machine as the Super Nintendo.

The reasons aren't simply to do with technical inferiority either. *That* goes without saying – after all, it's over three years since Sega's Mega Drive first appeared in Japan, and Nintendo would have to be pretty sad to release something inferior at this stage. No, to our minds, when you're talking games machines, the quality and availability of the games is the most important thing, and that's where the debate starts to get interesting...

To begin with, the Mega Drive obviously has a head start on the SNES – when any system first appears a shortage of games is going to be a problem. Still, it shouldn't last long – there are over 100 licencees currently beavering away on Super Nintendo games, and 35 or so on schedule for official release by Christmas. And you only need to check out our What Cart? section (see page 86) to see that on grey import the choice is almost limitless, with around 160 games already available in the US and Japan. The Mega Drive still has around twice that, but that gap will narrow.

If we're talking about sheer numbers, then, it's a victory to the Mega Drive, but when you look at the actual quality of the games, the picture starts to change. Indeed, the victory of the SNES almost seems like a historical inevitability. You see, if you take the very best Nintendo NES and Game Boy software and compare it with the very best Sega Master system and Game Gear software, anyone with any sense at all will realise that Nintendo has the best games. Products like *Super Mario 3* or *Zelda 1* and *2* on the NES just don't have any Sega counterparts in the quality stakes. Nintendo's own in-house products are consistently better than Sega's own efforts, too. Indeed, the quality of its games has been incredibly important to Nintendo over the years – it's what's allowed it to get away with old fashioned systems like the NES for such a long time.

Not only are Nintendo's in-house releases better, it attracts the best outside licencee's too.

While a steady flow of dross inevitably accumulates on any system – just look at *D-Force* to show how bad a SNES arcade game can be! – top game publishers like Konami and Capcom consistently push back the boundaries of the machine. While the Mega Drive has some top quality games too – *John Madden Football*, *Mickey Mouse*, *Strider* and *Sonic* (to an extent) are favourites – it also suffers from loads of poor games, a consequence of Sega being the number three games machine manufacturer in Japan (after Nintendo and NEC, with their PC Engine) and so failing to get the pick of creators.

'THE POTENTIAL OF THE SNES IS ONLY JUST BEING REALISED'

THE HARDWARE SHOWDOWN OR: IF YOU REALLY MUST COMPARE THE SNES AND MEGA DRIVE ON TECHNICAL ABILITY, HERE'S HOW THEY STACK UP

Starting with the Mega Drive, a healthy 68000 processor controls the show, while a palatte of 512 colours can be accessed to display up to 64 on screen at once. The Mega Drive has one graphics mode, which maintains a constant resolution of 320x224 pixels (picture elements, or dots). 80 hardware sprites (moveable graphics sized at 32x32 pixels each) can handle fast arcade-style characters with ease, while sound-wise it's good, but limited. Samples are very difficult to reproduce, and the results are usually frequency modulated voices that sound very samey on most games. Still, some good punchy tunes can be produced, and games like *Strider* and *Mickey Mouse* have fabulous music. On the whole, a good machine, but one that's showing its age, and falls short of the SNES in nearly every department.

But, there is one area where the Mega Drive has a significant advantage over the SNES, and that's speed. Let me explain: you see, the Super Nintendo's processor is a very strange beast indeed. To maintain compatability with the 8-bit NES (an adaptor allowing you to run NES games on your SNES is due for release in the US soon), Nintendo installed a processor (or 'CPU' in techy terms) which can be switched between three speeds. This multi-speed capability sounds great – until you look inside. Speedy it ain't – in technical terms the three modes available are slow (3.58 Mhz), super slow (2.68 Mhz) and Reliant Kitten (1.79 Mhz). For ages Super Famicom owners were convinced that their machine had a basic, inbuilt problem that couldn't be solved. Games relying heavily on sprites always slowed down when the screen filled up with characters, and in some games, like *Super R-Type* and *Gradius III*, slow-down occurred so often that it really affected gameplay.

Luckily this problem isn't as bad as was once feared. It's just taken a long time for programmers to really get to grips with the SNES, and it's a relief to see recent games like *Super Aleste* and *Smash TV* – which demonstrate the sprite-handling capabilities of the machine to be limitless.

Processor aside, the rest of the kit inside the SNES is all fairly fab and groovy. Separate picture processing units combine to give 3D background scaling and rotation, and 8-bit colour layering which give superb underwater and shadowing effects – effects unique to the SNES.

There's more. Instead of just one graphics mode, the SNES has seven. Mode 7 is the most famous of these – it's responsible for all those great effects where a background image is distorted into 3D, shrunk, enlarged, etc – but some of the others are just as clever. Mode 6, for instance, is less well-known and little used at present. This is an interlace mode that can support a very detailed simulated resolution of 512x448 pixels in up to 128 colours. Check out the selection screens in *RPM Racing*, or much of *Ranma 1/2*, for the effects this can achieve.

Also, the SNES supports 128 sprites on screen at any one time in four possible sizes, the largest being 64x64 pixels. Of course, this *doesn't* limit you to just four sizes of object moving across the screen – programmers have been combining sprites ever since the C64, as well as using backgrounds screens (or 'playfields') to represent big characters, such as end-of-level bosses. Clever programming can manage just about anything, no matter how slow the processor may run. The potential of the SNES is only just being realised.

THE BEST GAMES MACHINE IN THE WORLD

And there we have it – the most technically advanced games machine (the severely expensive Neo Geo conveniently forgotten about for the moment) ever made, produced by the biggest games company, with the best programmers working on it, and a wealth of new games stacking up for release over the next few months.

Explaining this exciting new market – and the games it creates – just as it starts to go super nova is the reason we've produced *Super Play* . After all, the world's best games machine deserves the world's best games magazine. The excitement is only just beginning.

WIN A SUPER ADAPTOR WITH SUPER PLAY!

WE'VE GOT 25 TO GIVE AWAY!

We've been talking about the advantages of American and Japanese machines over the last eight pages – and we've been talking about the great advantage of being able to play Japanese or American carts on your UK machine. Well, now's your chance to do it yourself, for free with *Super Play*'s Super Adaptor giveaway!

The Super Adaptor is marketed by Games Galore, and is one of a number of excellent adaptors available. Simply plug it into the cart port on your UK SNES and you'll then be able to plug US or Japanese carts on top of that. As long as you've got an official UK cart plugged into the Super Adaptor's other slot (to allow your Super Nintendo to read the security chip off it) you'll be able to play your foreign cart to your hearts content.

Alternatively, you'll be able to play UK carts on a US or Japanese console, or American carts on a Japanese machine – that's why they call it 'universal.'

The Super Adaptor is worth £19.99 in the shops, but you can win one here free. Just answer the three simple questions below (the answers are all to be found somewhere in this issue.)

1) When was the Super Famicom launched in Japan?
2) What couldn't Jonathan manage in *Dragon's Lair*?
3) What's the largest cart ROM of any current Japanese FRP ?
4) What was the original pre-release name of *Pilotwings*?
5) What's the alternative title for *Top Gear*?

Now jot your answers on the back of an envelope or postcard, and send it off to us at Win A Super Adaptor competition, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. To be in with a chance of winning you'd better get your answers in to us by 6 November 1992, 'cos that's the closing date of the competition. It couldn't really be simpler, could it?

The Super Adaptor in all its glory! Your SNES ain't complete without one!

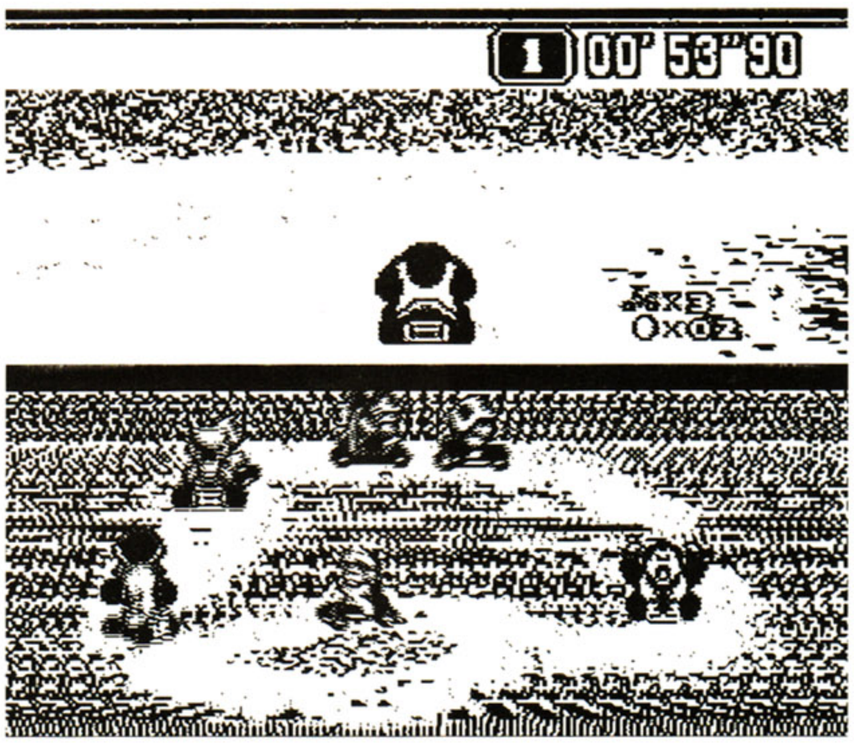
$UPER MARIO KART

Nintendo had a great idea for a new driving game. But who could they base it on? Aguri Suzuki had already been taken, as had Nigel Mansell. So who? Um... erm... Mario!

Japanese Release

Game: Super Mario Kart
Publisher: Nintendo
Developer: Nintendo in-house
Price: Approx. £50.00
UK Release: tba
Players: 1 or 2
Cart ROM: 4 Mbit + BB

The *Top Gear*-style split screen means two people can play simultaneously, with all the jollity that entails. The little black box at the top of the screen shows what you're currently carrying (if anything), and you're also kept informed of the number of coins you're carrying and how many lives you've got left. (You loose a life if you finish fifth or worse.)



There's an enormous amount of variety from track to track. Here, for example, you've got to 'island hop', being careful not to fall into the deeper water. (If you do, you'll have to wait to be winched out by the referee.)

USEFUL THINGS TO COLLECT...

There are loads of collectables in *Mario Kart*, and most of them will be familiar to *Super Mario World* players (ie everyone). You can only carry one thing at a time, but it can be saved for future use.

You're laughing if you get one of these – it homes in on other cars and sends them spinning.

Very hard to come by, this shrinks all your competitors so you can zoom around squashing them.

CHOOSE ONE OF MARIO'S DELIGHTFUL FRIENDS

Mario – Our eponymous hero is a good all-rounder, and everyone's favourite. There consequently tends to be a bit of a scuffle to choose him at the beginning of the game.

Princess Daisy – The object of Mario's desire, just has the edge over her betrothed performance-wise, but tends to get knocked around by everyone else.

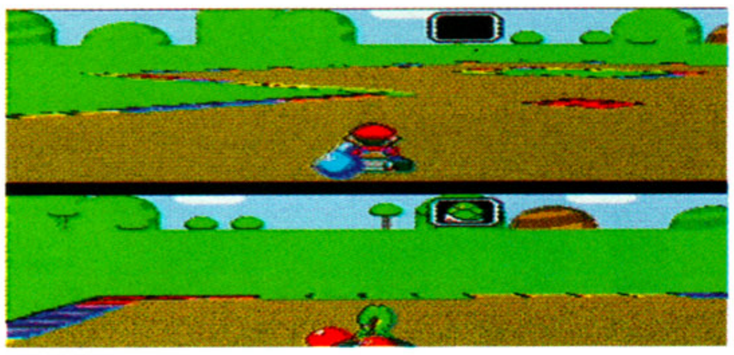
Bowser – Big 'n' tough, Bowser's a bit slow off the mark, but once he gets going he's like a tank. Nothing stands in his way. (Except Kong.)

Koopa – He looks like a tortoise and, quite frankly, he goes like one, and gets jostled by everyone else a lot. But he does have road-holding like a wine gum.

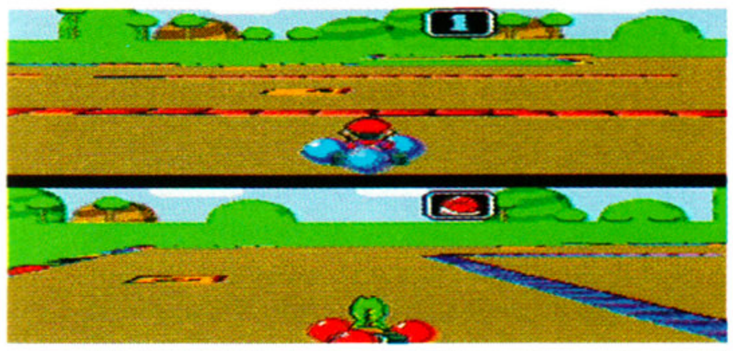
Luigi – Very much the equal of his brother, but without quite the same appeal, somehow. A good second best if you miss out on Mario.

THE CHALLENGE GAME

In addition to the standard racing game and its variants, *Mario Kart* features this great little one-on-one maze game. Each player is equipped with three balloons which spin round him, acting a bit like shields. He loses one each time he hits a shell, banana skin or whatever. Once he's lost all three, the other player's won. The result is a mad dash around the maze, collecting things and trying to find your opponent to shoot him with them. It's great – just the job for resolving arguments non-violently.



He's done it, bursting one of Mario's balloons, but Mario quickly evens the score...

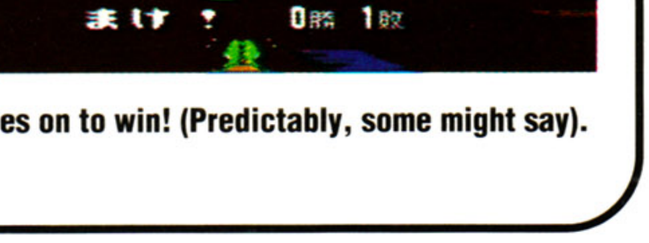


Yoshi's managed to find a homing shell, and is desperately looking for Mario, so he can shoot him.

...and goes on to win! (Predictably, some might say).

There are three sort of 'levels' to choose from, with five tracks on each. Add on the four battle circuits and that makes, um... (hang on) 19 altogether. Not bad, considering. And there are also five bonus tracks, if you win on all three levels.

In one-player mode, the space at the bottom of the screen can be filled by a rear-view mirror, so you can see who's on your tail...



... or this great bird's-eye view of the track, on which you can see what all the other characters are up to.

Not really much use at all, this. It gives you a temporary burst of speed – save it for the long straights.

Lets you do an extra high jump, which can be handy for taking short cuts.

Banana skins can be dropped behind you with obvious results.

Stars give you a few seconds of invulnerability, just like in *Mario World*.

Yoshi – Not a bad little runabout. His top speed isn't much to write home about, but he's probably the best acceleration-wise – handy if you're prone to crashing.

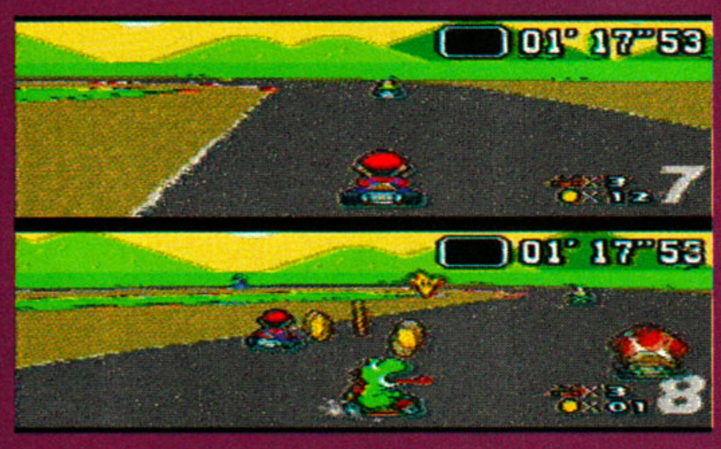
Donkey Kong Jr – Remember him? He's hopelessly slow away from the starting line, but goes the fastest eventually. He's also the only one who can survive a collision with Bowser.

Toad – (Er, who?) This curious-looking fellow is a special guest star from *Super Mario 3*. He's pretty fast, but can't really take on the big boys.

RACE TO THE DEATH!

They're under starter's orders. Yoshi (Matt) worms his way into seventh place on the grid, while Mario (Jonathan) has to make do with eighth.

The race is on! Yoshi streaks into the lead, but Mario's got something up his sleeve. Surely Yoshi won't fall for the old 'banana skin' trick..



But he does! While Yoshi spins hopelessly out of control, Mario moves up to his rightful place at the front of the pack. If he can just get past Koopa...

Oh no! Mario gets a taste of his own medicine from Kong's banana skin. Could it all be over for him? Meanwhile, Yoshi looks a little confused!

He's done it! Mario crosses the finish line in first place, and goes on to complete a lap of honour as Yoshi stumbles in last. Hurrah!

GOOD, BAD OR UGLY?

This is great – an inventive, clever and lovable driving game, packed with character and detail. It's fab in two-player mode – so fab, in fact, that Jonathan and I, inspired by the game, are racing to finish our reviews. We'll see who gets to the end first – will it be Jonathan, cutting corners with his copy, just as he cheats on driving games, or will it be me, with my more measured and responsible approach? We'll see.

(Ha ha! Jonathan's been distracted by the last touches to his *Pang* review! I storm into an early lead.) So, to the game. Imagine the basic look and feel of *F-Zero* – impressive Mode 7 race tracks disappearing into the distance, plenty of speed, tons of bouncing off walls as you misjudge the corners – coupled with the ultra-friendly feel of the Mario games. The game also includes much, if not all, of the depth and sheer completeness we've come to expect of Mario. While this hasn't got all the secret rooms and hidden bonuses – or if it has, we haven't found them yet – it does manage to come up with a lot more depth of gameplay than most other racers.

For a start, there's the inventiveness of the courses – particularly the lovely 'haunted house' track and the hilarious sandy lagoon. Then there are the assorted Mario-style weapons and collectables that litter the tracks – things like fireable Koopa-shells and droppable banana-skins. And that's not to mention the added, extra fun of the bizarre cat-and-mouse alternative game, where two players drive frantically around a maze, trying to burst the three balloons attached to all their karts.

The great thing about *Super Mario Kart*, though, is that not only does it work as a Mario game – the quality of the animation and so on is way good enough – but as a straight racing game, too. The tight corners of these go-kart size tracks mean there's something going on every second, while the short lengths of the races, high speed, and great variety, keep the interest high. This is a game that really grows on you, and looks sure to become an office favourite. Highly recommended (but note: we experienced problems running it on a UK machine with older adaptors).

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
90%	81%	93%
GAMELIFE	OVERALL SCORE:	93%
91%		

VERDICT: Quite simply the best racing game yet on the Super Nintendo, and one of the funniest, most playable, ones on any system. The balloon-bursting option is a delight! Guaranteed to be one of the most played carts in the *Super Play* office for the rest of this year.

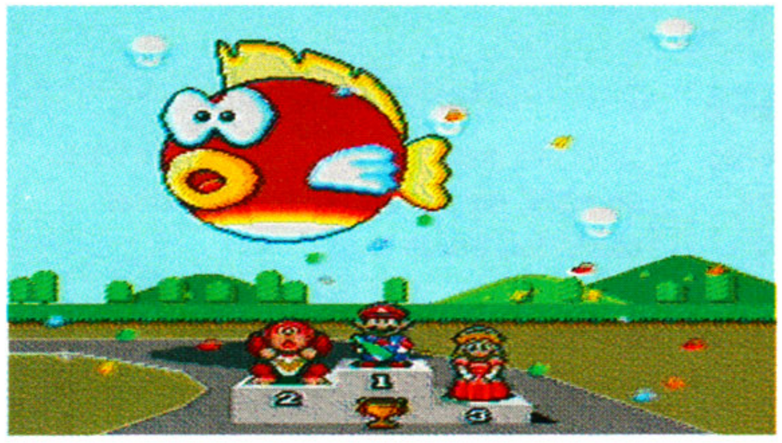
Did you ever find the ghost house in *Super Mario World*? Well, here's your chance to drive round it. Spooky stuff.

Ghosts will give you a few seconds of invulnerability, plus (plus!) a mystery goodie!

These yellow things are where you get all the extra goodies from. Drive over one and see what happens.

These red things are what the yellow things turn into after they've been driven over. (Simple, huh?)

This chap acts as referee, letting you know what lap you're on and helping out if you run into trouble.



Hooray! Jonathan's won the championship (again). And where's Matt? Nowhere to be seen! Ha ha! *(Look, we were both supposed to be writing these captions - Ed.)*

Game donated by Shekhana Consoles. (081) 340 8565.

GOOD, BAD OR UGLY?

This is great – an inventive, clever and... (*Stop looking over my shoulder – Ed.*) ...'and adorable driving game', I was going to say. Er.

Mario, eh? It seems that everything he touches turns out completely brilliantly, and *Mario Kart* is no exception. It's the *Super Mario World* of driving games – literally. It's got everything: all our favourite Mario characters (going right back to Donkey Kong Junior), even better graphics than *F-Zero*, lots in the way of 'nice touches', loads of courses, plenty of variety, thanks to the different types of game, and it's ridiculously addictive. You've probably heard this one countless times before, but it was (genuinely) a struggle to tear myself away for long enough to write this review. Best of all, though, is that Matt's completely useless at it, whatever he might tell you over there, and I've beaten him on just about every go. (He came eighth three times in a row just now, and then went on to be beaten horribly in the balloons bit. Just now he's sitting in the corner, sobbing quietly.)

Elaborating slightly, it has to be said that the graphics are fantastic. Mode 7 racing games often look a little 'flat' – a problem with *F-Zero* – but Nintendo have made sure that doesn't happen here. Depth is provided by the clever deployment of sprites, which really look as if they're part of the landscape. And you can see the corners coming up just fine.

To cap it all, it's incredibly good fun to play. Two-player head-to-head games can be a little dull, but in Grand Prix mode, with all the other karts hammering round, it's simply fab. There's so much character to it, and loads going on the whole time. That means this isn't the sort of game you're ever (ever) likely to get bored of, not ever. It also has the honour of being the top Super Nintendo driving game, if you're prepared to expand the classification slightly to include wacky go-kart games.

This is essential stuff, basically, and has to be bought. (Shop around to find the best price, though: some places are asking extortionate amounts for it.) Meanwhile, Matt's emerged from his corner and seems ready for another pummelling. Geronimo!

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
93%	85%	92%
GAMELIFE	OVERALL SCORE:	93%
94%		

VERDICT: Everything we could have hoped for, and more. It's completely impossible to fault. In fact, this is the sort of thing the Super Nintendo is all about – sheer perfection (ahem). (Make sure you find yourself a decent opponent, though.)

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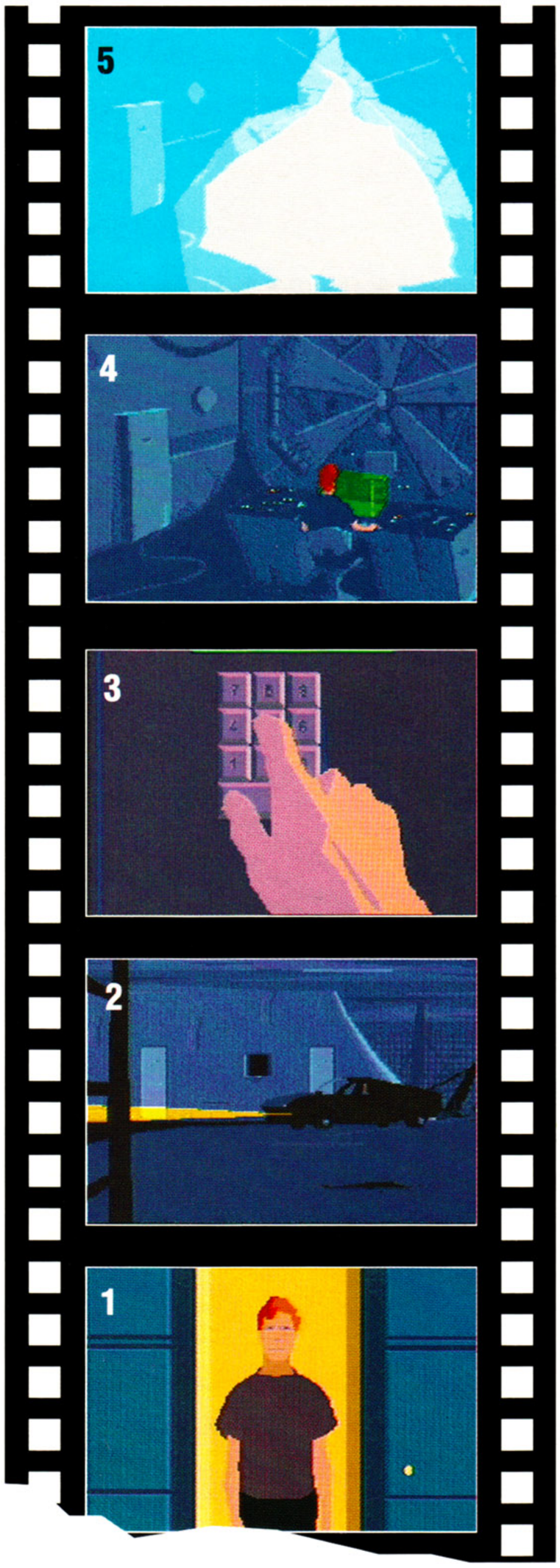
OUT OF THIS WORLD



Gallic games generally get a rough ride outside their native France – the spectacular Cinematique adventures of Delphine being something of an exception. Originally on the Amiga as *Another World* (the name it'll eventually come to the UK under), it's now available for the SNES on import, and looks sure to win a whole new set of fans...

US Release

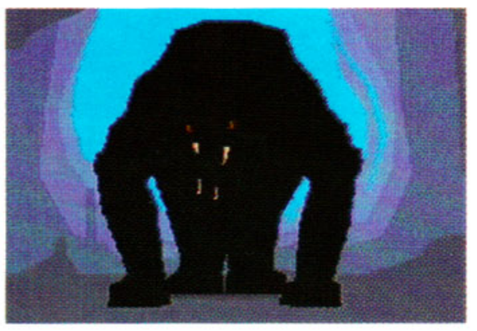
Game: Out Of This World (UK title: Another World)
Publisher: Interplay
Developer: In-house (original game: Delphine Software, France)
Price: Approx. £45.00
Release: Available now
Players: 1
Cart ROM: 8 Mbit

INTO THE PLANET OF THE APES (WELL, NEARLY...)

1 Clinging to a submerged piano(!), Les must reach the surface before the tentacles close in!

2 Made it! You've escaped the squid, but it's a bit of a case of out of the frying pan into the fire...

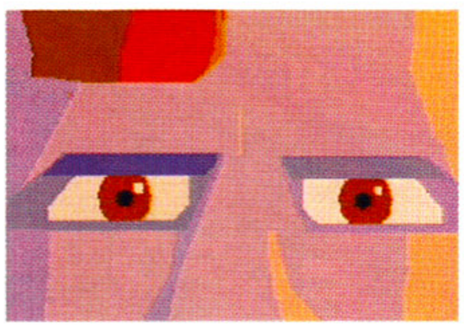
3 Ick! These giant leeches are disgusting – and deadly! Kill them by kicking them before they reach you.



4 Down boy! Local dogs are prowling, and it'll take more than a bowl of Bonios to keep this one happy...

TRAPPED - BUT NOT FOR LONG...

1 Caught by the aliens, Les has been stuck in a swinging cage along with a local crim of some type.



2 Your cell-mate wakes you from your troubled sleep – straight into a real-life nightmare!

3 Time for a bit of a team up! Biding their time, Les and his new buddy make their bid for freedom!

4 There's a special gun to be grabbed here – you can't overestimate how useful it's going to be!

1. *Out Of This World* is all about this chap, one Lester Knight Chaykin, a young (and rather dashing) nuclear scientist. Little does he know, he's on the verge of a *big* discovery...

2. Here's how it happens. One stormy night our hero arrives at the laboratory in his flash motor to process the results of his latest experiments or something (it doesn't really matter...)

3 & 4. Les enters the top secret security code to let himself in. He sits down at his computer, but lightning strikes the building, something goes horribly wrong and... whammo!

5. Another dimension, here we come...!

POWER UP YOUR WEAPON: HAPPINESS IS A BIG GUN

1 This electricity in this chamber charges more than just your hair – and Les just can't get enough of it!

2 Tahoo! Now holding down fire for a few seconds will shoot out this powerful *R-Type* -style blast!

3 These soldiers marching past you in the foreground show some of what Cinematique can do. Good, innit?

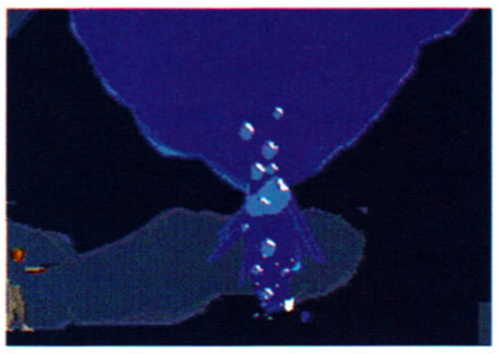
4 Don't worry, you're not too likely to get lost. The game is, by necessity, fairly linear in structure...

DELIGHTFUL DELPHINE

Delphine Software, the original designers and programmers of *Another World* (the game is only called *Out Of This World* for the US market, and will probably revert to its original title when it gets a UK release) have carved a niche for themselves in the graphic adventure market – to the point where their reputation is probably only second to that of Lucasfilm.

Spearheading their assault on the international market is this series of 'Cinematique' adventures, which includes such notables as *Future Wars* and *Cruise For A Corpse*, though *Out Of This World* is the first to get converted to the SNES. These games make extensive use of a special polygon animation technique that calculates animation frames rather than storing them in memory. Watch out for more of it in their next game, the gorgeous-looking *Flashback*, which is likely to follow shortly.

UP A CREEK, WITHOUT A PADDLE...



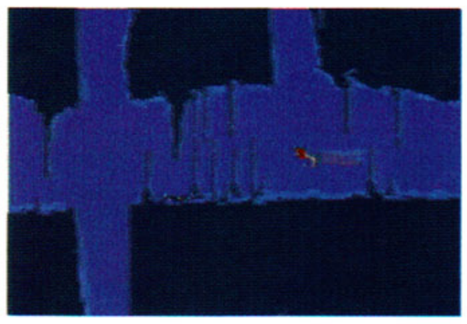
1 Whoops! Flood ahoy! Les is about to go swimming, unless he looks sharpish. Your best bet is to turn 'round here and run like hell!

2 Phew! Looks like our hero was just nimble enough to avoid the torrent of water – this time. Next tricky situation coming up...

3 Getting past these falling rocks is difficult...at first. Practise (and frequent death) makes perfect.

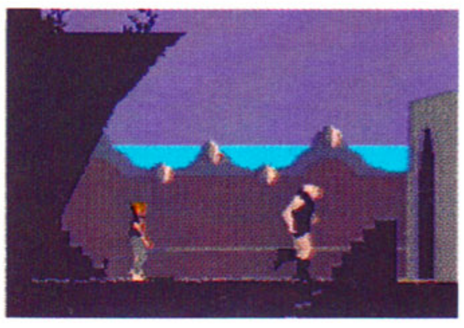
4 Right, that's all sorted. Time to wander off and see what other trouble we can get into, I guess...

YET MORE POSSIBILITIES FOR INSTANT DEATH...!

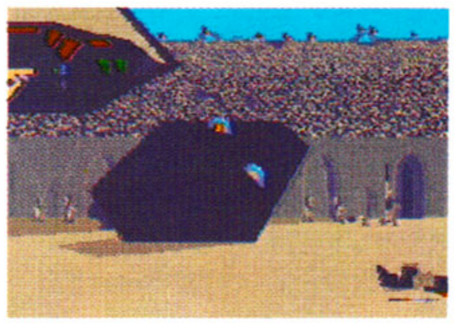


1 Think you'll be able to hold your breath long enough to get through this underwater passage...?

2 Oops! Les plunges to his death for the 123rd time. By now you'll be getting used to this sort of thing!



3 'Hey, don't leave me!' Don't worry – this seeming desertion is only part of a cunning plan...



4 *Much* later on: Les is now in control of a tank-like thing, driving 'round some sort of Roman arena!

GOOD, BAD OR UGLY?

It's difficult to classify *Out Of This World* – nothing quite like it has appeared on the SNES (or, indeed, any other console) before. The recent *Prince Of Persia* (see Player's Guide this issue) is perhaps its closest cousin, but only because both games feature brilliant lifelike animation, and main characters that take a fair amount of getting used to to control. It's not just working out *how* to get our hero to do something that's tricky here, but *when*: it's a limitation of this graphics system that it leaves a slight time lag between you telling the guy to do something and him actually doing it. This isn't always a problem, but there are points in the game (the bit where you're trying to dodge falling rocks, say) where you'll need to know his reaction times well enough to compensate, or things will start getting very annoying indeed.

Still, that aside this is great fun. *Out Of This World* is playable, enjoyable, very more-ish, and I prefer it to the original Amiga game – mainly because the superior SNES soundtrack really helps build up the atmosphere. Music is used very effectively here, changing pace to suit what's happening on screen, and conveying the feeling of tension brilliantly. Sound used to complement story so well is something of a rarity. True, this version *is* slower in places (the Amiga is simply a faster machine at handling polygons), but not so much so that it becomes unworkable. Otherwise this is very similar game to the Amiga one, with few graphical changes.

A nicely presented, involving cart, then, but (you guessed it) there's one big problem, and that's the lack of long-term playability. This game simply isn't going to last you a long time. To complete each section, a repetitive trial and error approach has to be adopted – there's no other way to do it – and to make this sort of mucking around acceptable, frequent passwords are given out. The problem this creates, of course, is that with only 14 sections to get through, and so much user-friendliness, you'll finish it in no time. Whether you buy or not depends upon your priorities – it's a lovely game, and a delight to own, but good value it ain't.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
89%	92%	81%
GAMELIFE	OVERALL SCORE:	81%
58%		

VERDICT: If you fancy a change from the usual platform game experience, this is certainly a good bet – but if what you really want from your £45 is bags of gameplay and a lasting challenge (and why shouldn't you?) you're probably better off shopping elsewhere.

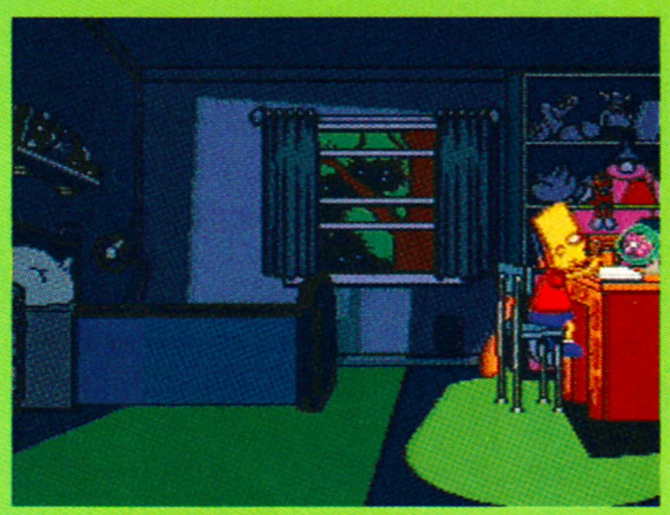
BART'S NIGHTMARE

T-shirts, slippers, bendy plastic dolls, breakfast cereal, pop songs... it's hard to like *The Simpsons*. Still, you can't deny that Bart has been the driving force behind some fine games, of which this is the latest. Bart's been trapped in a nightmare, from which he must escape by gathering up his wind-scattered homework. (Erm, yes...)

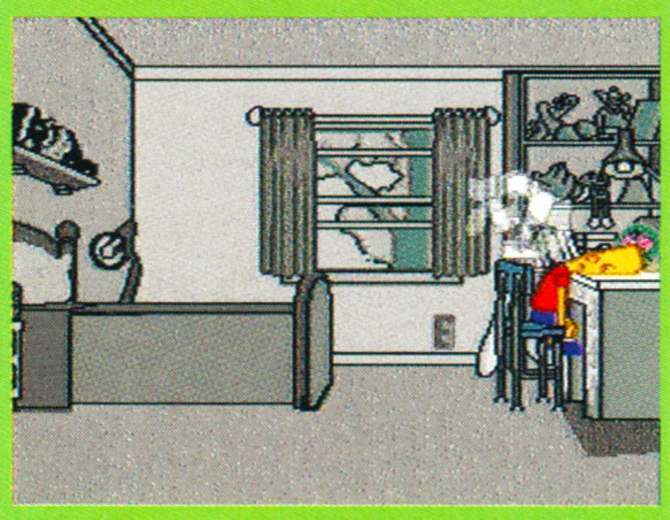
US Release

Game: Bart's Nightmare
Publisher: Acclaim
Developer: Acclaim in-house
Price: Approx. £45.00
Release: Available now
Players: 1
Cart ROM: 8 Mbit

MIDNIGHT OIL

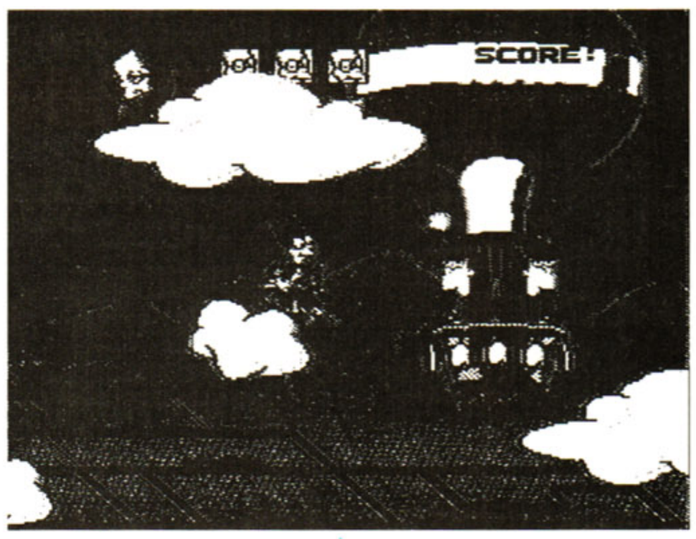


Gee shucks. Bart hasn't done any homework all term (sorry, semester), and if he doesn't get this finished tonight it'll be the slipper for him.

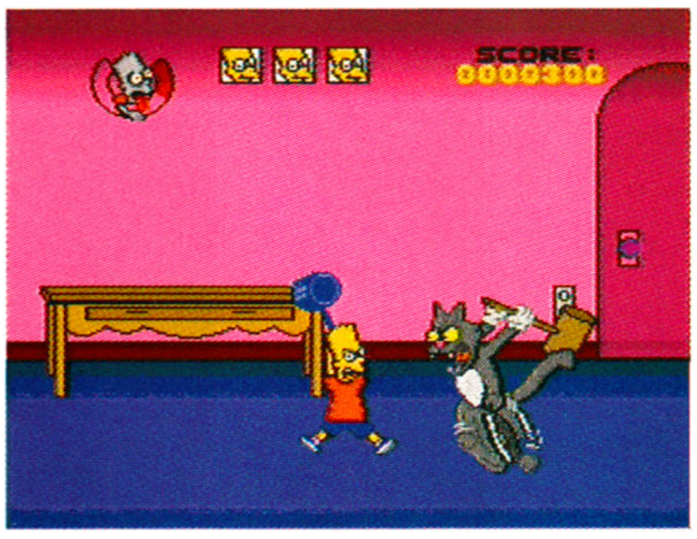


The inevitable happens – as Bart dozes disaster strikes. His homework is blown out the window! Quick! After it! Why's it gone black and white, incidentally? (Oh, it's probably nothing.)

Waaaargh!



Bart launches into deadly combat with hot air balloons, runaway microlights and multi-role, supersonic school teachers. He's got a catapult to defend himself with, but it's not much use against the airplane at the end of the level.



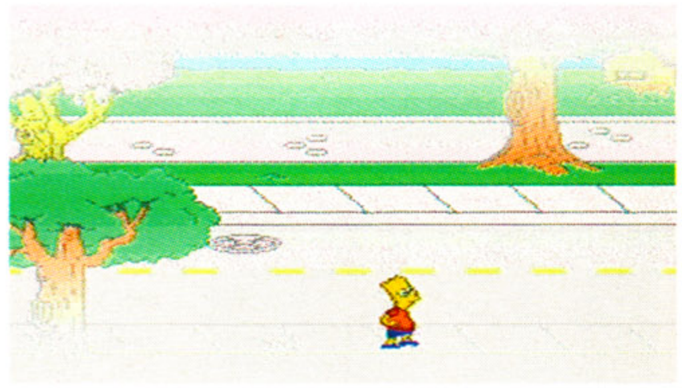
If you like *Tom and Jerry*, you'll love this. Under attack from a cat, a mouse, killer vacuum cleaners and a host of other nasties, Bart must fight back by hitting things with a hammer, squirting fly spray or firing suckers at them.

It's hard to know how best to convey the sheer weirdness of this bit. Bart's got to swim around using a bicycle pump to inflate baddies until they burst. Occasionally a skeletal cowboy drifts on and says... well it's weird, anyway.

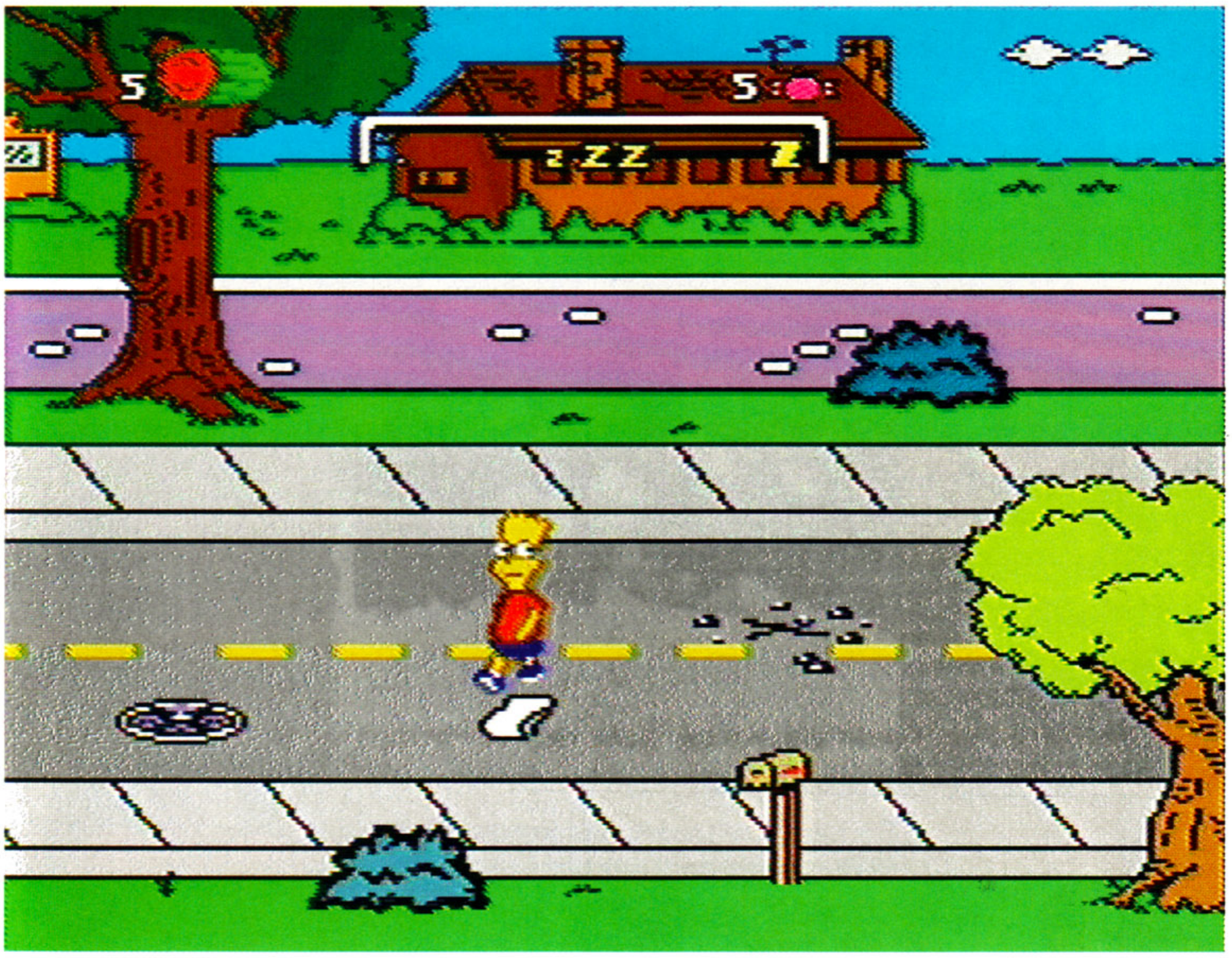
Indiana Jones crossed with *Q Bert* and granite. Indiana Jones because Bart's got a whip. *Q Bert* because he jumps from block to block, dodging baddies. And granite because (groan) it's really hard. (*You are, as they say, fired – Ed.*)

Bart's turned into a giant lizard, and strides along blowing up trains, tanks, helicopters and buildings with his laser-firing eyes. Trouble is, they fire back – it's not so much a case of dinosaur as dino-sore! (*You really are fired – Ed.*)

THE NIGHTMAR



There's no place like home... there's no place like... Uh oh! Bart's waking up, and he's only managed to find one page.



Everything revolves around this scrolling road, scattered along which you'll find the eight pages of Bart's homework. If you spot one, chase after it, jump on it and – yikes! – you'll be whisked to a sub-game. You won't get the page unless you successfully complete that.

Steer clear of these old bats unless you want to run the risk of a slobbery kiss. (Yuck!)

Fairies'll turn Bart into a frog. The only cure is to approach an old lady, bare your cheek and... (Aw, yuck!)

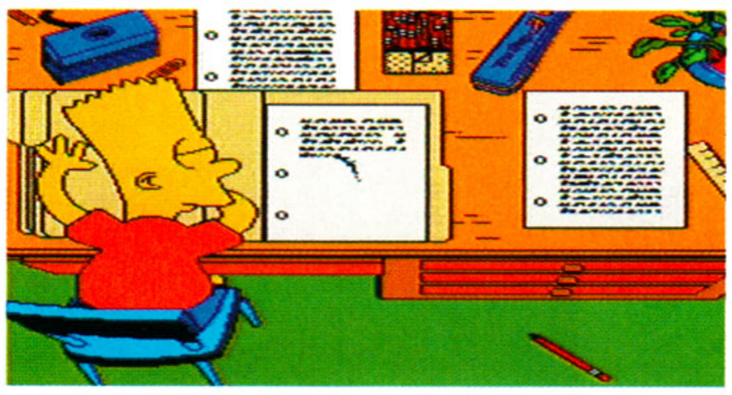
Balls can be turned into skateboards (if you know how) to make for speedier progress.

Fish float up and down the road (as fish are inclined to do) and ought to be avoided like, er, fish.

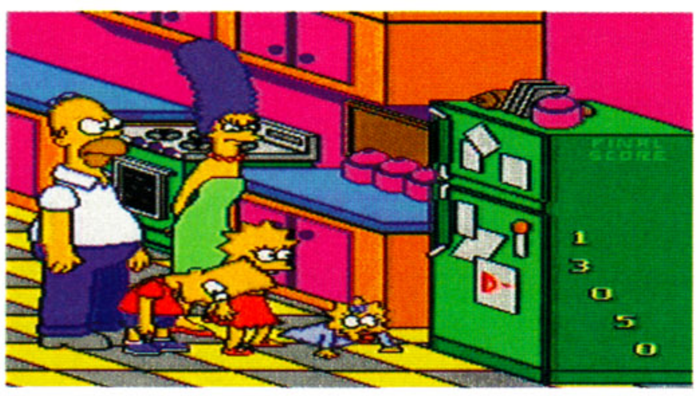
Be especially wary of saxaphones. Collide with one of their notes and your controls will be reversed!

Obvious, really. Get hit by a bus and you're geography.

TINUES... WE'VE ALL BEEN HERE BEFORE!



And one page isn't going to get him a terribly good mark. (Er, 'grade'.) Pops certainly isn't going to be pleased.



The ceremonial unveiling... The acquisition of a large number of bovine ruminants seems likely.

GOOD, BAD OR UGLY?

It's tempting, when you've got a licence and you're struggling to bend a game around it, to go for some sort of multi-level, lots-of-sub-games affair (or just churn out a bog-standard platform game). The multi-game thing certainly saves a lot of work – rather than writing one huge, technically impressive game, you dash off a bunch of scrappy little ones, bang them together and call it value for money.

It came as quite a shock, therefore, to discover that *Bart's Nightmare* is actually incredibly good. In fact, so astonishing was this revelation that, to make sure that I hadn't, like Bart, slipped into a weird daydream, I pinched myself a couple of times. Ah ha, I thought, feeling no pain, I'm dreaming. I'm going to wake up and find that the game's completely rubbish after all. A cuff about the ear from Jason finally brought me to my senses – I'd been pinching him by mistake. I was, in fact, wide awake, and the game was fab.

So what makes *Bart's Nightmare* so good? Is it the ultra slick, ultra colourful graphics? Is it the crystal clear sampled sound effects? Is it the groovy, foot-tapping soundtrack? (No, not that.) Is it the humour, which ties in with the TV show perfectly (the TV show being quite funny, though it pains me greatly to admit it). Is it the fact that, despite there being several sizeable games in a single cart, they're all absolutely brilliant. Could be...

It's all of these, of course. *Bart's Nightmare* has been designed and programmed by near-geniuses. It looks fantastic, plays superbly and is so funny it had everyone in the office rolling around the floor clutching at their sides. (Erm, well, not quite, but you get the idea.)

A-ha! But isn't it inevitable that once you've been through each of the sub-games a few times it will begin to pall? Well no – this is a really tough game, and it'll take you ages to collect one piece of homework. Eight is virtually impossible. There's plenty of value for money here.

The summing up is simple. Even if you hate *The Simpsons*, and are wary of the lots-of-subgames formula, you can't fail to like this. A nightmare it's not.

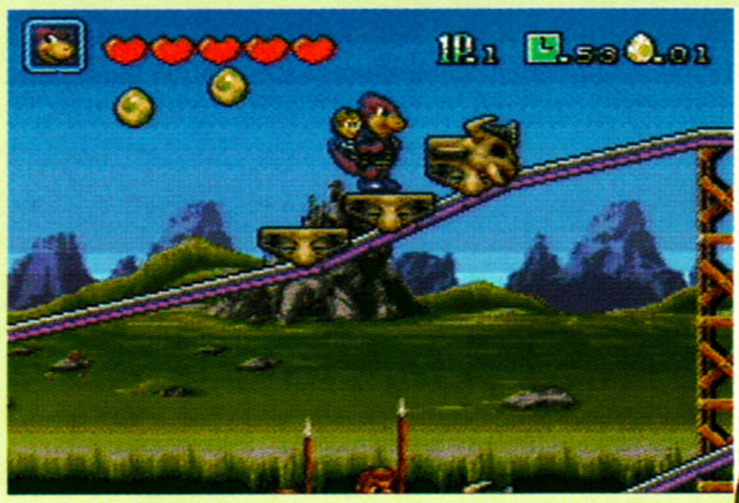
● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
93%	85%	92%
GAMELIFE	OVERALL SCORE:	91%
84%		

VERDICT: Genuinely cartoon-like graphics, a weird sense of humour and bags of playability make this off-the-wall multi-game extravaganza surprisingly successful. It works well because it doesn't just rely on novelty, there's actually a fair amount to do here. The surprise hit of the month.

DINOSAU

Contrary to popular belief, *Dinosaurs* has no connection with the TV show of the same name. We know 'cos we checked. It's got more in common with *Mario* – platforms, Yoshi-style things to ride, coins (eggs actually) to collect...

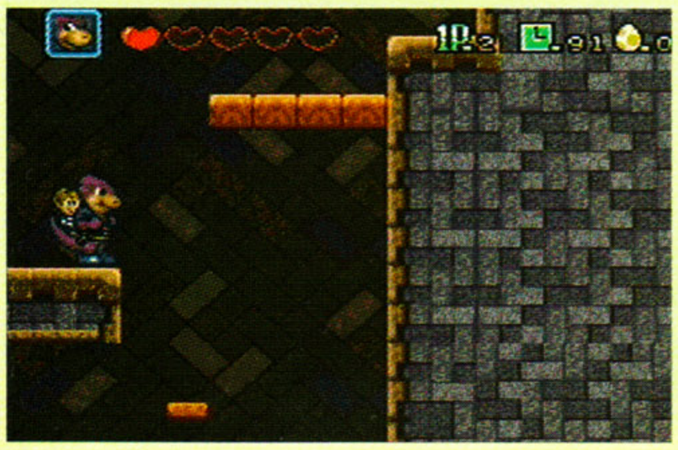


This level's a rollercoaster ride from start to finish – literally! You'll have to keep jumping from train to train, simultaneously watching out for spiky-bottom men and trying to avoid slipping and plummeting to your death.

REX 'N' TOPS

Before setting off, choose between Rex, who can punch baddies, and Tops, who shoots them. Tops tends to be the better deal, on the whole, and we'd suggest you go for him. As part of the package you're also given a human kid (who's been warped from the future or something, we're not quite sure) who sits astride your dinosaur. If you press the 'R' button he'll dismount, and can then sneak into places a lumpy old dinosaur simply wouldn't fit. Not even a cute one.

In this rather colourful section you have to get to the bottom of those steps, collecting hearts for energy and eggs for an extra life en route if you can. Sounds easy, but those rather cute-looking Trampos are deceptive – you can bounce off the ones with blue underbodies, but watch out for the others – they're killers!



Ah, tricky this bit – at least at first. The problem here is that, while Tops is pretty agile, he's not going to be able to jump high enough to reach that platform, especially with that kid on his back. What to do?

The answer's simple! The kid disembarks and leaps from Tops's back onto the platform, which then turns itself into a flight of stairs that Tops can easily negotiate.

RS

Japanese Release

Game: Dinosaurs
Publisher: Irem
Developer: Irem in-house
Price: Approx. £45.00
UK Release: Available
Players: 1 or 2
Cart ROM: 8 Mbit

The unbelievably tricky cartwheel section. Not only are birds and fireballs hurling themselves at the team, but the whole wheel is spinning in glorious Mode 7, and you have to keep jumping from platform to platform to avoid falling off.

A BIT OF A PAIN

In short(ish), this is an intensely frustrating ride-along-on-the-moving-platform-jumping-over-obstacles-trying-to-dodge-baddies-hitting-one-anyway-falling-into-the-water-and-having-to-start-again-from-scratch-over-and-over-again section. (Was that short enough?)

PREHISTORIC CREATURES

In 2,000,000 BC the world was a dangerous place to be. Here we've picked a few of the nastier nasties you're likely to encounter (ie the ones that didn't kill us before we'd managed to photograph them).

RUSHI
Rushi and his chums aren't awfully reasonable. They appear in groups, which means you can bounce around on their heads until they all die. Watch out for the ones that throw fireballs or try to spike you up the bottom.

SINDY
No matter what your instincts might be telling you, shoot her on sight.

HEDGES
You can't kill these by jumping on them (for obvious reasons), so either shoot or avoid them.

BABY SEALS
Not so cute once you've rearranged their faces with a few well-placed kicks.

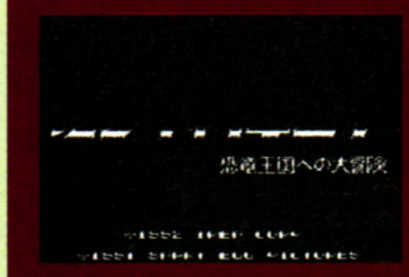
MOLES
These appear from under the ground. After their eyes have adjusted to the light they explode, so be careful.

TRAMPOS
Watch out for these ones. When their spikes are out they're lethal, but once they've retracted them you can bounce up and down on their backs.

GIANT MONSTER THINGS
Venture too close to these bounders and they'll swallow you up, chew you about a bit and spit you out again. Not a very pleasant sensation.

C. BIRD
Just a bird, really. Except occasionally it'll lay eggs on your head.

GOOD, BAD OR UGLY?



I've always been a closet dinosaur fan. The Stegosaurus is probably my fave with its spiky bits. Triceratopses are okay, although if I was one I think I'd be worried about mice and things creeping under that ruff around my neck. But why does everyone think Tyrannosaurus Rexes are so great? In my book, stamping about and roaring loudly does not a great dinosaur make. So I was peeved to discover that the two characters in *Dinosaurs* are a crummy Tyrannosaurus and a vulnerable Triceratops. The Tyrannosaurus is out, so you've really got to take the Triceratops and lump it. Apart from that flaw, *Dinosaurs* is superb. Here's why:

- The graphics are brilliant. They're ultra smooth, beautifully drawn, full of humour with barely any slow-down.
- There's an enormous amount of variety in the game. *Dinosaurs* essentially consists of your basic scrolling platform game, but within that there are so many never-been-seen-before ideas your head will spin. Just look at the guardian at the end of level one. Or the goofy-looking monsters who swallow you if you go too near them. Or those fire-and-ice machines that alternately freeze and melt the ground under your feet. All good stuff, and all completely new.
- As well as all the jumping and shooting, there are lots of puzzle situations that'll take thought and a few goes to crack.
- There are loads of brilliant sound effects and tunes. (Well, a few quite good tunes.)
- It's too easy to complete.

Er... what? It seems we've somewhat prematurely arrived at the part I've been dreading – the 'but'. The trouble is that *Dinosaurs* is far too simple to complete. It has its difficult bits. I've yet to come to terms with the cartwheel sections, Matt can't for the life of him get through the vertically scrolling platform bit, and Stuart Campbell from downstairs (who's won awards for his gameplaying skills, although he doesn't like to talk about it) was reduced to tears by the rollercoaster level. The thing is, the game provides so many lives, continues and passwords that by pooling our talents and sticking at it, we finished the game on our first go. (Well, ish.) Where's the challenge in that?

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
91%	80%	90%
GAMELIFE	OVERALL SCORE:	
60%	83%	

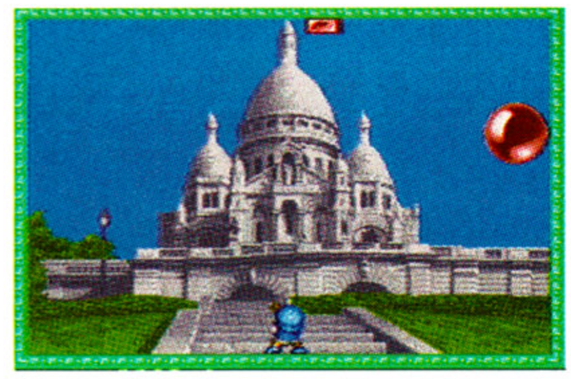
VERDICT: *Dinaosaurs* is an utterly fabulous game, and probably the best looking and most imaginative platformer on the system. If it wasn't so easy it might even (and we've got to be careful here) have knocked *Mario* off his perch.

SUPER PANG

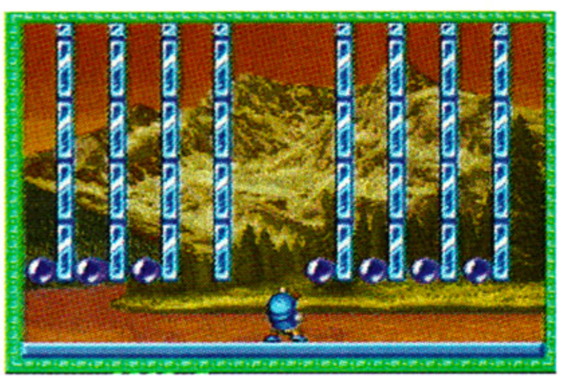
Tch! Not *another* 'Super' game. But wait! *Super Pang* has a legitimate excuse: the arcade game it's converted from was actually called *Super Pang* to start with, largely because it was the sequel to another arcade game called *Pang*, without the 'Super'. (Sorry, are you following all this?)

Japanese Release

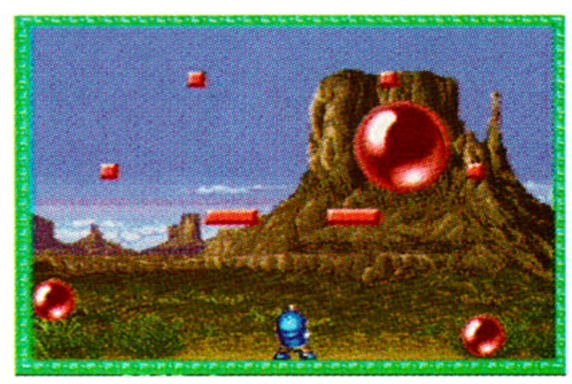
Game: Super Pang
(US version: Super Buster Bros)
Publisher: Capcom
Developer: Capcom in-house
Price: Approx. £45.00
Release: Out now
Players: 1
Cart ROM: 4 Mbit



Here's, um... a famous French landmark. This doesn't look too tricky, does it? (But – uh-oh! – take a look at that time limit!)



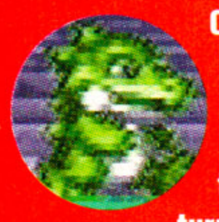
Malcolm the Mountie would have trouble getting his can here. Imagine all those bubbles bouncing up and down incredibly fast and you'll see why.



Yeeee-har! (Ahem.) Here in the Wild West, those awkwardly-placed blocks make the bubbles behave very 'wildly' indeed. Next stop, Mexico...

ON SAFARI

Not to be mistaken for baddies, the various species that inhabit *Pang*'s levels can actually be turned to your advantage. Try to avoid crashing right into them, though, or you'll be temporarily disarmed!



Clobber a fiery dragon with your harpoon a couple of times and it'll turn into a guided missile, flying across the screen before exploding in a massive fireball, along with any bubbles that happen to be in the vicinity.

Fire monsters aren't half as tough as they look. Shoot one and it'll zoom off around the screen, taking out bubbles as it goes. Hit it again and it'll die.

These, er... fish (?) whizz around the screen, bursting bubbles for you. Jolly handy!

Occasionally a tiny horse will gallop across the sky. Suppress what animal-loving tendencies you have and shoot it to gain an extra life.

THE ALTERNATIVE WAY TO PLAY

In addition to the standard roaming-the-world game, Super Pang includes an additional version where the object is simply to pop as many bubbles as you can before you die. Shoot flashing ones to freeze the screen for a second or two. (It's actually deathly dull, this, though quite useful for harpoon practice, with some nice backgrounds.)

HURRAH! A BONUS STAGE!

Complete a continent and you'll be able to have a crack at the bonus stage. It's simple enough – choose a bubble and shoot it for a surprise gift! There's 5,000 points, 10,000 points and... no, I won't spoil it for you.

EASY PICK-UPS

There's more to *Pang* than simply popping bubbles. Here are some of the pick-ups to be found lying around.

Clocks freeze the bubbles on the screen, rendering them sitting ducks. But beware – you're not safe forever!

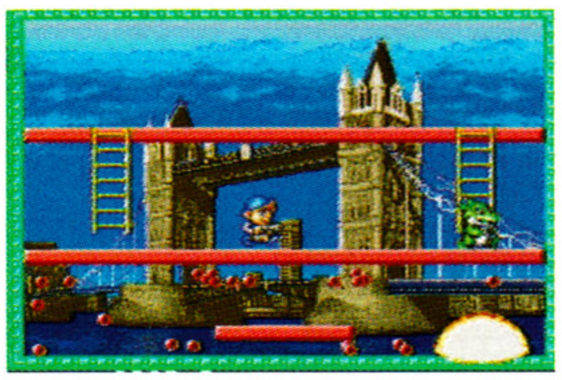
Egg-timers (not to be confused with clocks) give you extra time to play with. (They don't freeze the action.)

Double-ups allow you to fire two harpoons at once – a real life-saver if you get yourself into a sticky situation.

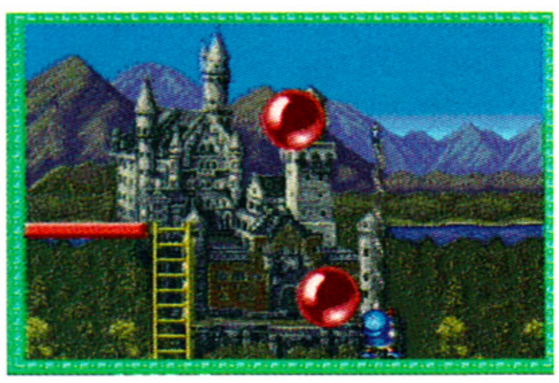
These grappling irons crop up all over the place, stick to the top of the screen or any handy platforms – and are useless.

GLOBETROTTING, PANG-STYLE

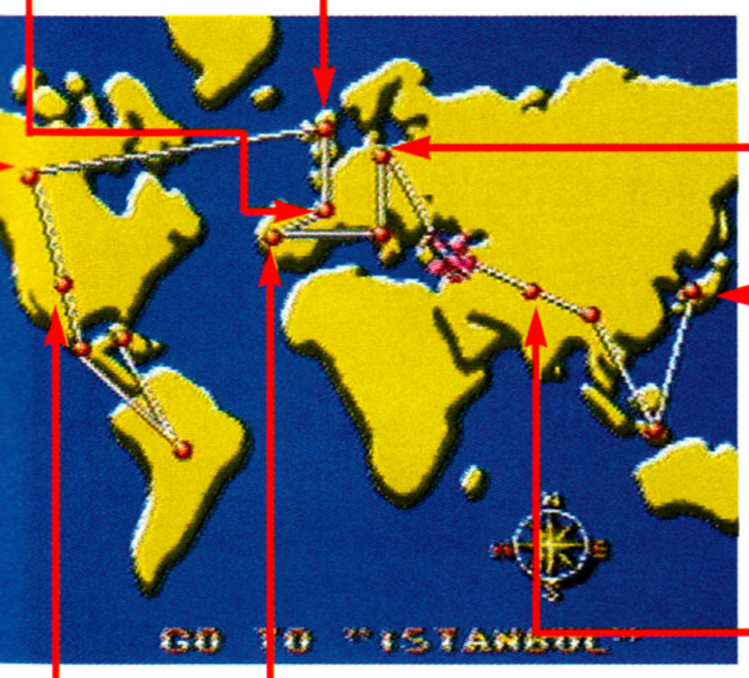
Follow in the footsteps of Phileas Fogg by travelling around the world. Starting in Japan, you'll travel through Asia, Europe and (if you're any good) America, taking in all the major cities (and Paris) as you go. Each one features its own nicely detailed backdrop and three levels.



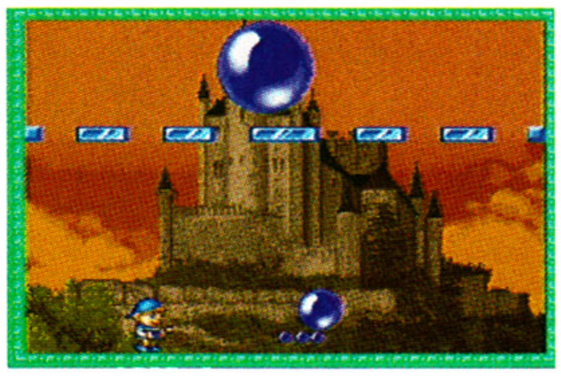
In Blighty at last, but one of the toughest screens yet. Your harpoon can't touch the bubbles at the bottom, so you'll have to use the old 'exploding dragon trick'.



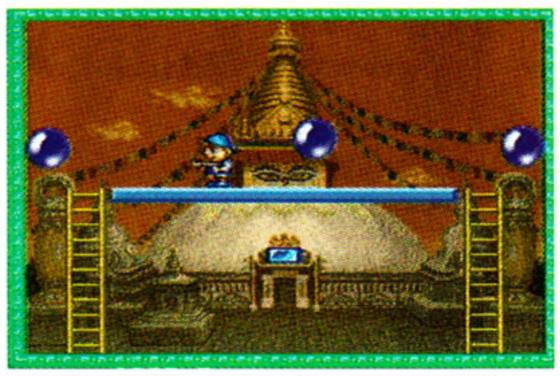
That German bubble, moving at autobahn speeds towards our fearless hero, could do some serious damage if it misses his harpoon. Yikes!



The game kicks off in Japan, with this embarassingly easy screen. Just shoot all the bubbles and, er... that's about it. Not very taxing, this.

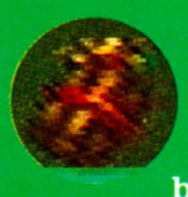


Spain minus all the athletes. It might be an idea to pop all those bubbles at the bottom before releasing the big bubble at the top. (I would anyway.)



They do things slightly differently in the Himalayas. The brick in the middle at the bottom can be shot to reveal a goodie of some sort.

Shields (funnily enough) shield you from baddies – for a few seconds. Time to get some serious bubble-slaughter in!



Sticks of dyna-mite split all bubbles in half simultaneously, so watch out. You could be in serious trouble.

Triple-barreled cannons – death for any bubbles that are above them when you press fire. The best weapon by far.

Collect fruit 'n' veg to gather more bonus points. (Yes, exactly as you would in any other cute platform game.)

GOOD, BAD OR UGLY?

The simple things in life are always the best (I keep telling myself), and what further proof could you need than *Pang*? It's such an uncomplicated, yet workable, concept that you can't help but play it for hours, which made it one of my favourite Spectrum games.

So I had high hopes for *Super Pang*, and (to begin with) I wasn't disappointed. While managing to retain that essential *Pang* simplicity, it lobs in a few extra features – like exploding dragons – that brighten up the game no end. The bubbles still bounce around just the same, and the backdrops look gorgeous – it's cunning the way different pallettes are used to allow each backdrop to be used several times. So, it seemed that *Super Pang* was set to get a big thumbs up from me.

And, indeed, it would have done if it wasn't for two major gaffes on the part of the programmers. Namely, the omission of the simultaneous two-player mode that all other versions of the game have featured, and the provision of an 'easy mode' and lots of credits.

Now, I've got mixed feelings about easy modes and credits. While nothing riles me more than a game that's so hard I can't even get past the first end-of-level baddy, I get equally dispirited when I can play all the way through to the end of a game (nearly) on my first go. And that's what happened with *Super Pang*.

What's completely unforgivable is that missing two-player mode. *Pang* was always best as a two-player game – viz: "Oi, I was supposed to be taking the left hand side of the screen," "I needed that power-up, what did you go and take it for?" "You should have shot that one, you berk, now it's gone and killed me", etc. But there'll be none of that in *Super Pang*. For that reason, and the easiness problem, the game's appeal quickly pales.

However, *Pang* is not a bad game. It's still a classic concept, this version has been beautifully put together, it looks great and I had lots of fun reviewing it. But as a long-term prospect, *Super Pang*'s simplicity is likely to be its downfall.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
84%	70%	79%
GAMELIFE	OVERALL SCORE:	72%
65%		

THE VERDICT: Like a swan that's had its wings cruelly clipped, *Super Pang* is perfect in almost every way, but can't get off the ground in the lastability stakes. True, it's fun for a while, but a two-player option would have made all the difference.

GOLDEN FIGHTER

The international obsession with *Street Fighter II* looks set to continue well past its official UK release in November. There's never been a beat-'em-up boasting such a winning combination of technical virtuosity and great gameplay before, and little seems likely to get close in the near future either. Not this game, that's for sure...

Japanese Release

Game: Golden Fighter
Publisher: Culture Brain
Developer: Culture Brain in-house
Price: Approx. £45.00
Release: Available now
Players: 1
Cart ROM: 12 Mbit

Here's our hero – not very 'golden' looking, is he? Maybe it refers to that rub-on tan he's wearing, or perhaps he's got 'golden boy' fighting abilities. Still, he can at least manage a few decent fighting moves.

NICE ADVERT, SHAME ABOUT THE GAME...

Most beat-'em-ups borrow (or rip off – whatever you feel like calling it) elements from existing successful games, *Golden Fighter* being a case in point. The developers have used elements of just about every beat-'em-up on the market in here, and it shows. The game can be played in four different game styles, two of which which owe much to things like *Final Fight*, while the others, you guessed it, take their lead from *Street Fighter II*. At least you can't accuse it of a lack of variety. Unfortunately, however, none of it has been executed too well. It's a real shame, as *Golden Fighter* looked very promising when first advertised in the Japanese magazines – the screen shots looked good, and the promise of 12 meg of memory certainly *sounds* very sexy...

Ouch! A Ryu lookalike deals you a quick hip jab, as his pal looks on.

This guy also looks very Ryu-like! (It's probably a coincidence...)

These guys are into freaky '60s footwear. Check out those boots!

SIX GREAT WAYS TO BEAT SOMEBODY UP

There's the basic thump...

You can kick their feet away...

Roundhouse kicks are good...

So's a flying warrior kick...

And a high kick like this...

(Or any kick you want really...)

Who'd you wanna fight?

The jolly green giant?

Ryu's kid brother?

The Man from Atlantis?

Or the Ultimate Warrior?

'Frankly, I'm not HP...'

GOOD, BAD OR UGLY?

Weird, isn't it? The Japanese are so into beat-'em-ups, yet there's as much street violence there as you'd find on a wet Sunday afternoon in Budleigh Salterton. *Golden Fighter* is the latest in a long line of punching-and-kicking games, and sadly one that advances the genre not one jot. Almost inevitably, it pales into insignificance when compared to *Street Fighter II*, which won't be a shock to those familiar with creator Culture Brain's earlier efforts on the Super Famicom – things like *Super Chinese World* and *Baseball Simulator 1000* were equally feeble.

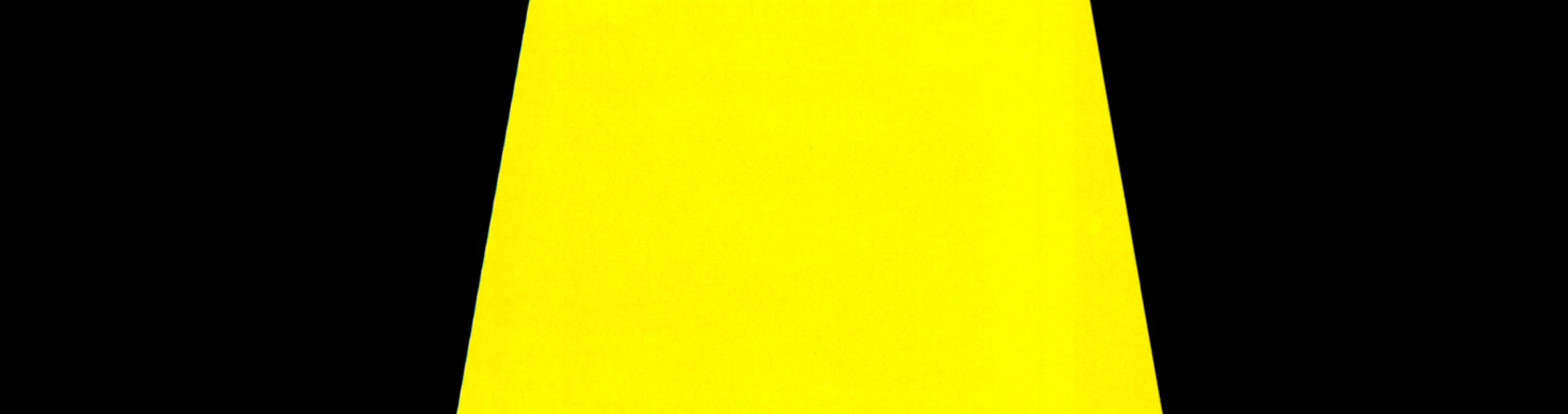
Here's a brief run-down of some of the worst things about the game. 1) The scrolling is terrible – jerky and slow. 2) The animation is stilted, limited and unimaginative. 3) The game is slow. 4) Collision detection is poor. 5) Controls are largely unresponsive. 6) Sound is forgettable. 7) It's just no real fun.

To be fair, having so much Japanese text makes it hard to appreciate any of the game's finer points – should there be any. The sad thing is that whether there are or not doesn't really matter – no matter what we say, this game will probably sell by the bucketload anyway. With beat-'em-ups the flavour of the month, any fairly decent looking fighting game is bound to be a success.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
51%	54%	39%
GAMELIFE	OVERALL SCORE:	42%
45%		

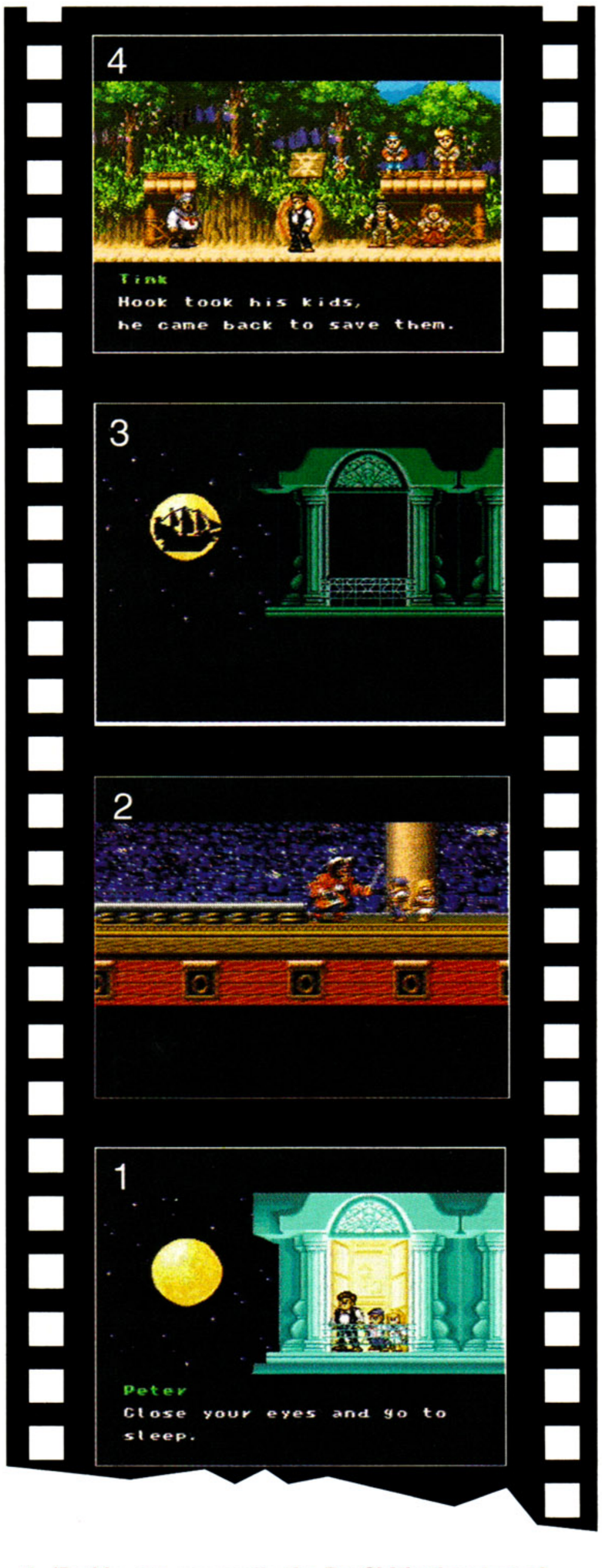
VERDICT: A perfectly awful beat-'em-up that combines elements of *Final Fight* and *Street Fighter II*, adds a novel pick-your-own-move option, and then throws everything away by mucking up the scrolling, animation and basic gameplay.


Well, this Super Play mag's a bit of all right, innit? Mind you, the best pages are 84 an' 85...
... Yeah. Tell you what, why not whizz over to pages 84 and 85 *now*, and have a quick gander!

HOOK

Japanese Import

Game: Hook
Publisher: Sony Imagesoft
Developer: Sony Music Entertainment (Japan) Inc.
Price: Approx. £45.00
UK Release: Available now
Players: 1
Cart ROM: 8 Mbit

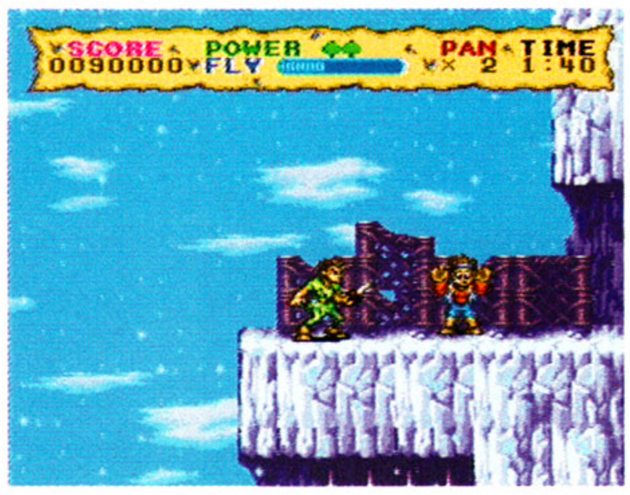


Now Peter Pan has hit middle age (and been forced to cope such problems as hair loss, a beer gut and failing vision) he's hardly in fit shape to take on Captain Hook, who's kidnapped his children and is currently spoiling for a fight. Or so you'd think...

LEVEL ONE: THE QUEST BEGINS

Our hero sets out on his quest, now transformed into the stronger, more nimble Pan. This first stage is *very* easy...

The controls when swimming underwater resemble those in *Mario* games. Local fish can be easily filleted with your dagger.



Landscape and weather conditions change constantly – here blazing sunshine has just turned into a freezing blizzard! Brrr!

One look at the lovely Tinkerbell and Pan is a gibbering wreck. She sprinkles pixie dust over him, to give him the power of flight.

This pirate – Rufio – is in your way. He's also got something you want. Best to give him a good thrashing, don't you think?

Ha ha! Rufio's history and the sword is yours! End-of-level guardians like him are generally quite easy to dispatch – too easy, in fact.

1. 'Daddy, are you really the Pan?' It's the start of the game, and a middle-aged Peter's on holiday with his kids in London, little suspecting that an adventure's about to begin...

2. Heeeere's Hook! He's back, and (rather predictably) he's out to kidnap Pete's kids. So, er, he does.

3. And there he goes, off into the moonset, *Blue Peter*-style.

4. Time for a rescue! Tinkerbell turns up, flies Peter off to Never Never Land, and the game's afoot!

LEVEL TWO: MONKEY BUSINESS

These poor little hedgehogs are the first victims of Pan's newfound firepower – and the nastier side of his character.

Jumping from tree to tree, *Ninja Spirit*-style. Not the sort of stuff you expect of a middle aged city gent, is it?

Avoid getting bashed by those spring-loaded boxing gloves and kill the monkey man – this boss is a doddle to beat too.

LEVEL THREE: MOUNTAIN ATTACK

These primitive unicyclists can cause you the biggest headaches – especially as the collision defection is so unfairly weighted in their favour.

Too much Baby Bio can have disasterous effects, as this giant flower proves. On levels like this there's no end-of-level boss, just lots of little guys.

LEVEL FOUR: THE WATERFALL

These leopards don't harm you when you walk into them. Avoid their fire rings though, or you'll turn into stone for a short while. (Logical, eh?)

Blimey, Future Publishing's balloon (we've got one, you know) isn't half as flash as this! Ours doesn't have this sort of firepower either.

Those parachuting pressies explode in your face. Avoid them, though getting pushed to the surface by that evil mermaid makes it a tad hard.

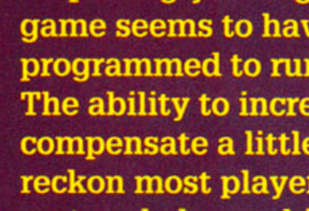
LEVEL FIVE

A sort of horror level, with vicious serpents, bats, snakes and all manner of nasty things lurking in every corner of the caves.

LEVEL SIX

Slippery antics in the snow in this new version of the 'rolling rock' section from level three. Well timed leaping is of the essence here.

GOOD, BAD OR UGLY?



As tends to be the case nine times out of 10 when people bring out a SNES film licence, the guys at Sony hedged their bets with this one – they weren't going to risk their investment on anything other than a sure-to-sell-quite-well platform game. As if the Super Nintendo didn't have enough of the bloody things already.

Still, at least they've made the effort to come up with a good one this time: the program here is generally well-crafted and – hey! – for once they've picked themselves an original film that lends itself quite well to game conversion anyway. There are problems though, one of the biggest being that it's all a bit slow – as most people in the office took pains to point out. We're not talking that old bug bear of slow-down when there are too many sprites on screen at once, either, surprisingly enough – it's more that the game seems to have been *deliberately* programmed to run at this leisurely pace! The ability to increase Pan's speed does compensate a little, admittedly but I still reckon most players would rather it motored along a bit more from the off.

Still, that aside, this ain't a bad buy. It's certainly very colourful, with nice parallax scrolling and some attractively-drawn (if rather tiny) sprites, and pleasant tunes to back them up (though these are hardly in the class of an *Actraiser* or *Castlevania*, and loop far too quickly). It'll certainly keep your attention – *Hook* gets more enjoyable the further you progress, the game's combination of walking, running, flying and swimming action making for a varied and enjoyable quest. Basically it all boils down to a decent game that's competent in most areas, but hardly outstanding in any.

What spoils it all (and it's a problem that's made worse by the fact that it wouldn't have been difficult to fix) is that it's too small and easy – the end of level guardians are a doddle to kill, and you're likely to romp through the whole game in one (rather lengthy) sitting. Little surprise there's no battery back up or passwords to the thing. They say size doesn't matter. Well, it does here.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
84%	83%	78%
GAMELIFE	OVERALL SCORE:	72%
66%		

VERDICT: A polished platform romp that relates to the film about as well as a computer game can. Ten levels don't provide enough challenge – the infinite continues will enable most players to waltz through the whole thing quite easily. Fun, but not a great buy.

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SUPER BOWLING

The Super Nintendo isn't just good at running-and-jumping platform games – all sorts of stuff is cropping up now, including an inordinate number of sports sims. It's not all football either – there's room for novelty items too, including this slightly screwball bowling game...

Japanese Release

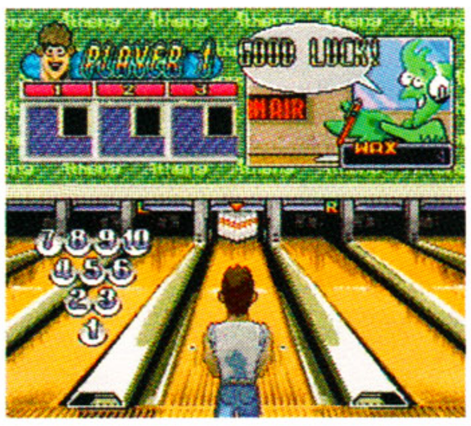
Game: Super Bowling
Publisher: Athena
Developer: Athena in-house
Price: Approx. £45.00
Release: Available now
Players: 1 or 2
Cart ROM: 4 Mbit

GETTING STARTED AT SUPER BOWLING

The cart loads to give you this triple-tiered selection screen, allowing you to play proper ten pin bowling either against human or computer opponents, a weird sort of 'golf' game – which is actually a novelty form of ten pin bowling (and not a lot to do with golf) where you have to knock over random formations of skittles – or practise in an (erm) practise mode. This bit we can safely ignore at this point – it simply allows you to place skittles in just about any formation you like, then knock them over again – so let's move straight on to the game proper.

TURKEY BOWL

Not sure if that green chappie you can see at the top right of the screen (see pic above right) – he gives you all your game instructions – is meant to be a turkey or not, but the rest of the game is pretty much as you'd expect. You're allowed to pick your characters – there are four to chose from, two boys and two girls – then select ball weight, difficulty level (we'll get on to how that works in a moment), whether the lane you use is waxed or not, then it's straight into the bowling.



Here we are facing down the lane, about to bowl for the first time. The controls are very simple: select which pin you want to aim at (the little red triangle just above them) and the position of your character, then prepare to bowl – the controls now are not unlike those you get in most golf games. First choose your aim by clicking when you think the moving control bar is on dead centre, then click again on another moving control bar for the power of your shot and you're away. The screen flicks to this split screen view (see pic below) where you can watch how your strike does, as well as your character's reaction – this one looks pretty manic – and that's about it, you're bowling. For the game to step up a difficulty level is incredibly easy – it just moves the control bar cursor that little bit faster!

Scoring, including all the adding up you get for strikes and the like, is done by the computer – much as it is at a real bowling alley – allowing you to simply get on with the bowling action. It's as simple as that.

GOLF MODE

This is a mad version of the basic bowling game – golf fans be warned, this has nothing of interest to you! – only this time featuring seemingly random pin arrangements to knock down, and a different scoring system. Controls are exactly the same as for the basic *Turkey Bowl* game – it's really just a different way of doing the same thing.

COMEDY GRAPHICS

As is the case with many of these things, it's the 'funny Japanese bits' that bring it all to life. As if the screen where you pick between the characters isn't hot enough (just watch it!), there's the crazy bit where you fall down a giant crevice when you lose the 'Golf' version (!), and the marginally less amusing sequences that crop up if you do particularly well or badly at the main game. Here we can see two giant horns that pop up to harass you as you play – just what you'd expect, really!

GOOD, BAD OR UGLY?

There's very little wrong with *Super Bowling* as such – with maybe one or two exceptions. It's just that the basic concept is so limited. When it comes down to it, there's only really one thing to do – roll a ball down a lane – and a bit of practise and familiarisation with the controls should get you decent scores every time with little effort. Of course, what makes *real* ten pin bowling so much fun is that you do it with a bunch of pals, which gets those competitive juices flowing and gives you a good laugh at the same time. And the same is true of *Super Bowling* – this is one of those games that comes into its own when you've got pals 'round. Not a great buy though by any stretch of the imagination – you'll get bored too easily – and I'm surprised at the lack of a facility to tell you what's the best angle to try and hit the skittles with, something a real ten pin bowling lane manages perfectly happily.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
70%	68%	50%
GAMELIFE	OVERALL SCORE:	
35%	48%	

THE VERDICT: **The problem with *Super Bowling* is that it's so easy – within 30 minutes we were getting perfect strikes every time, which makes you question the long-term appeal rather. There's little else wrong with it, true, but isn't that enough to be getting on with?**

PRINCE OF PERSIA PLAYER'S GUIDE

(NCS Masiya (Jap)/ Konami (US)

The SNES version of this game is the finest one yet seen. All the levels have been redesigned, for a start – instead of a pretty big 12 levels standing between you and the princess (as on the Amiga and so on), this version features a colossal 20, all cunningly crafted to trick and coerce you to your death. Jason Brookes explains.

Before we start though, you may be wondering where the first two levels are. Well, Jase skipped them – they're so easy nobody's likely to have any great problems. But levels three, four, five and six – these are where the tricky stuff really starts...

KEY

Pressure Pad: Opens or closes a corresponding gate

Loose Tiles: Can be activated by pushing them from beneath or simply waiking over them. Jumping on the spot will shake the ground to reveal their location.

The Guards: Walk slowly if they are not facing you – they can hear a fast approach.

Spikes: Step through them carefully and never run or jump into them!

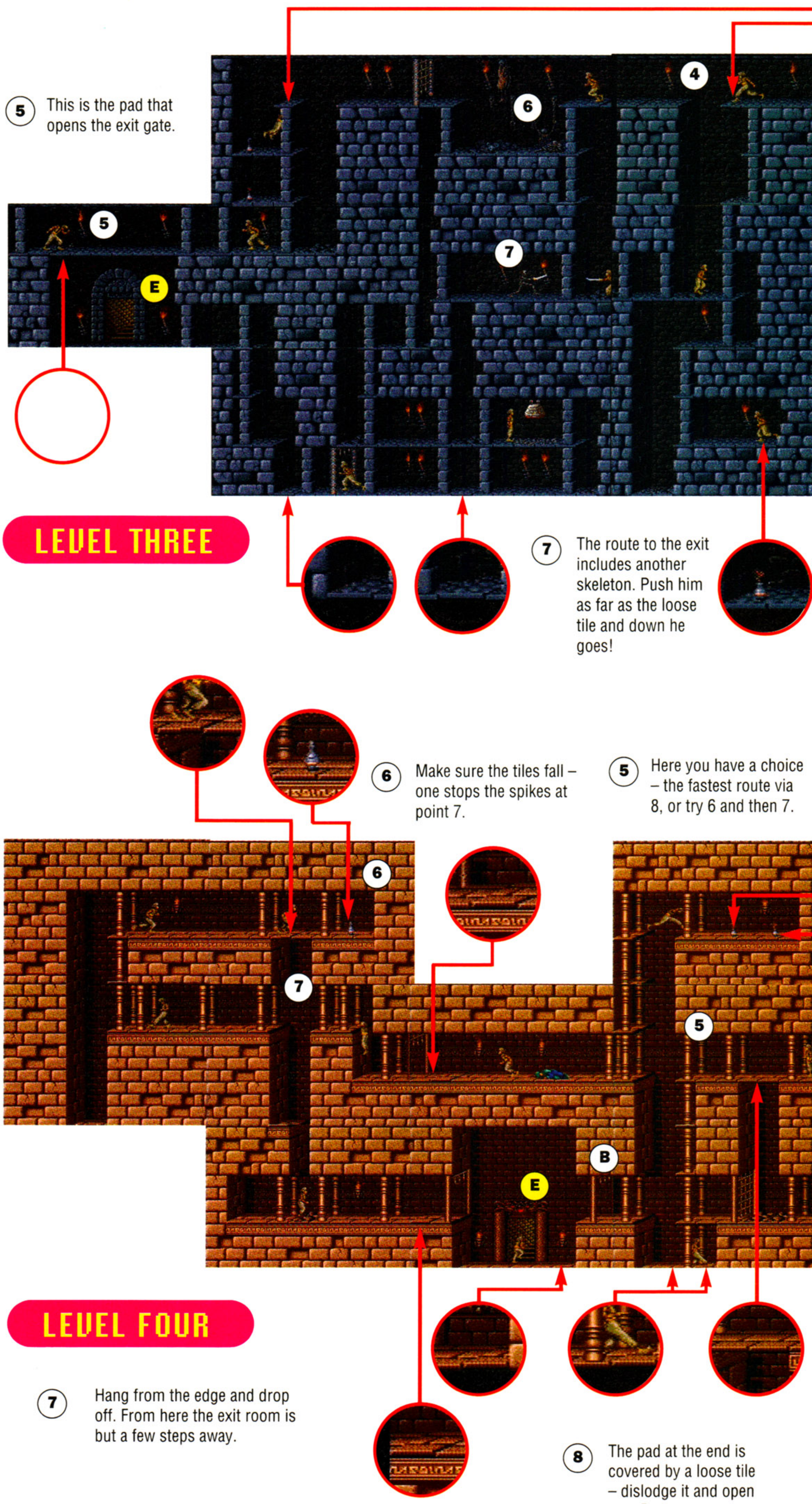
Razor Gates: Careful timing – single ones are best jumped through from standing. Multiple ones need close positioning and a well-timed step.

Hammer: See razor gates.

Small red vial: restores one unit of energy

Small blue vial: removes one unit of energy. Avoid!

Large red vial: restores energy to full and adds a unit.



5 This is the pad that opens the exit gate.

7 The route to the exit includes another skeleton. Push him as far as the loose tile and down he goes!

LEVEL THREE

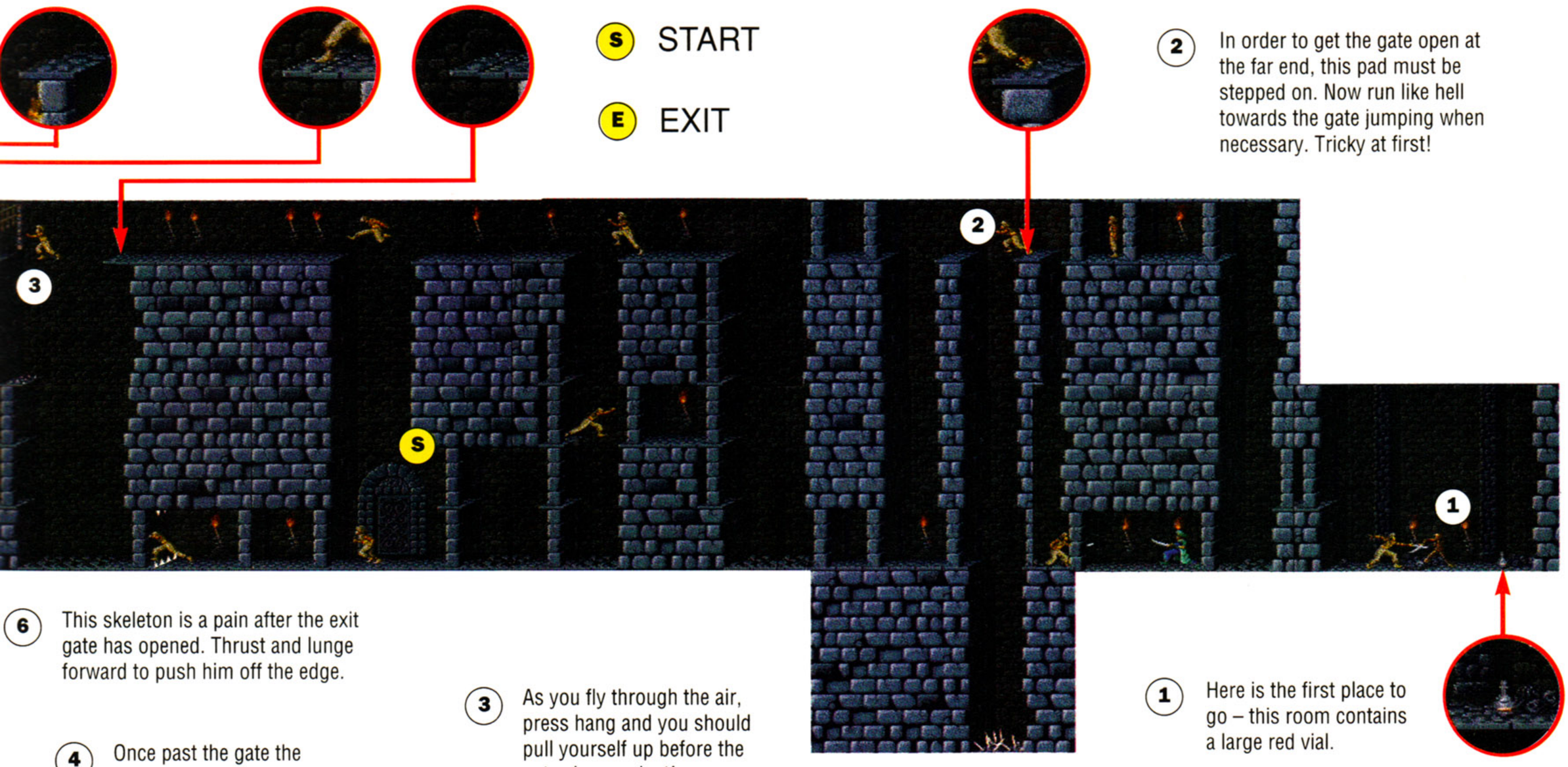
6 Make sure the tiles fall – one stops the spikes at point 7.

5 Here you have a choice – the fastest route via 8, or try 6 and then 7.

LEVEL FOUR

7 Hang from the edge and drop off. From here the exit room is but a few steps away.

8 The pad at the end is covered by a loose tile – dislodge it and open gate B.



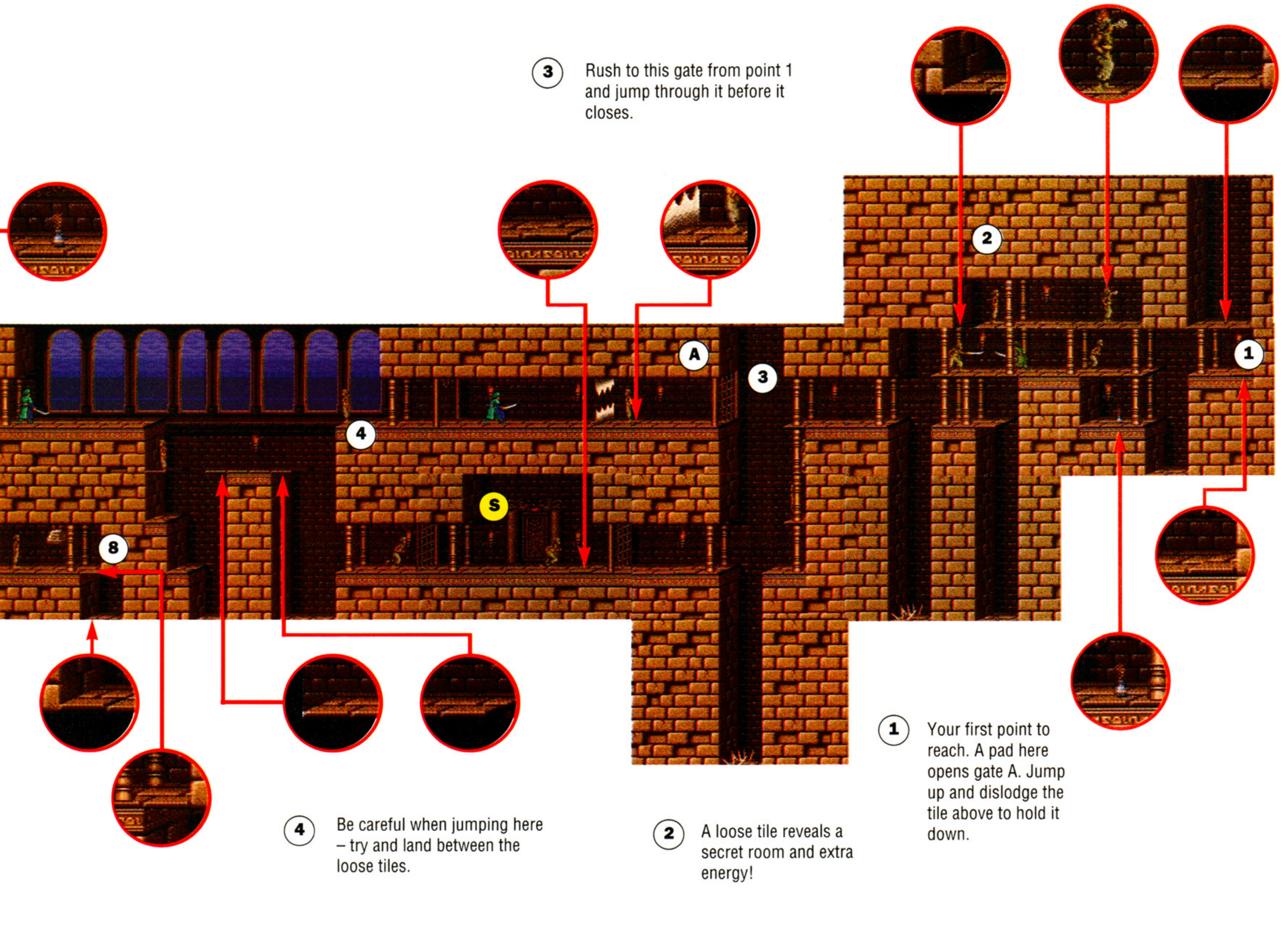
2 In order to get the gate open at the far end, this pad must be stepped on. Now run like hell towards the gate jumping when necessary. Tricky at first!

6 This skeleton is a pain after the exit gate has opened. Thrust and lunge forward to push him off the edge.

3 As you fly through the air, press hang and you should pull yourself up before the gate closes – just!

4 Once past the gate the restart point fortunately changes, so this is where you're put back to, should you die. Phew!

1 Here is the first place to go – this room contains a large red vial.



3 Rush to this gate from point 1 and jump through it before it closes.

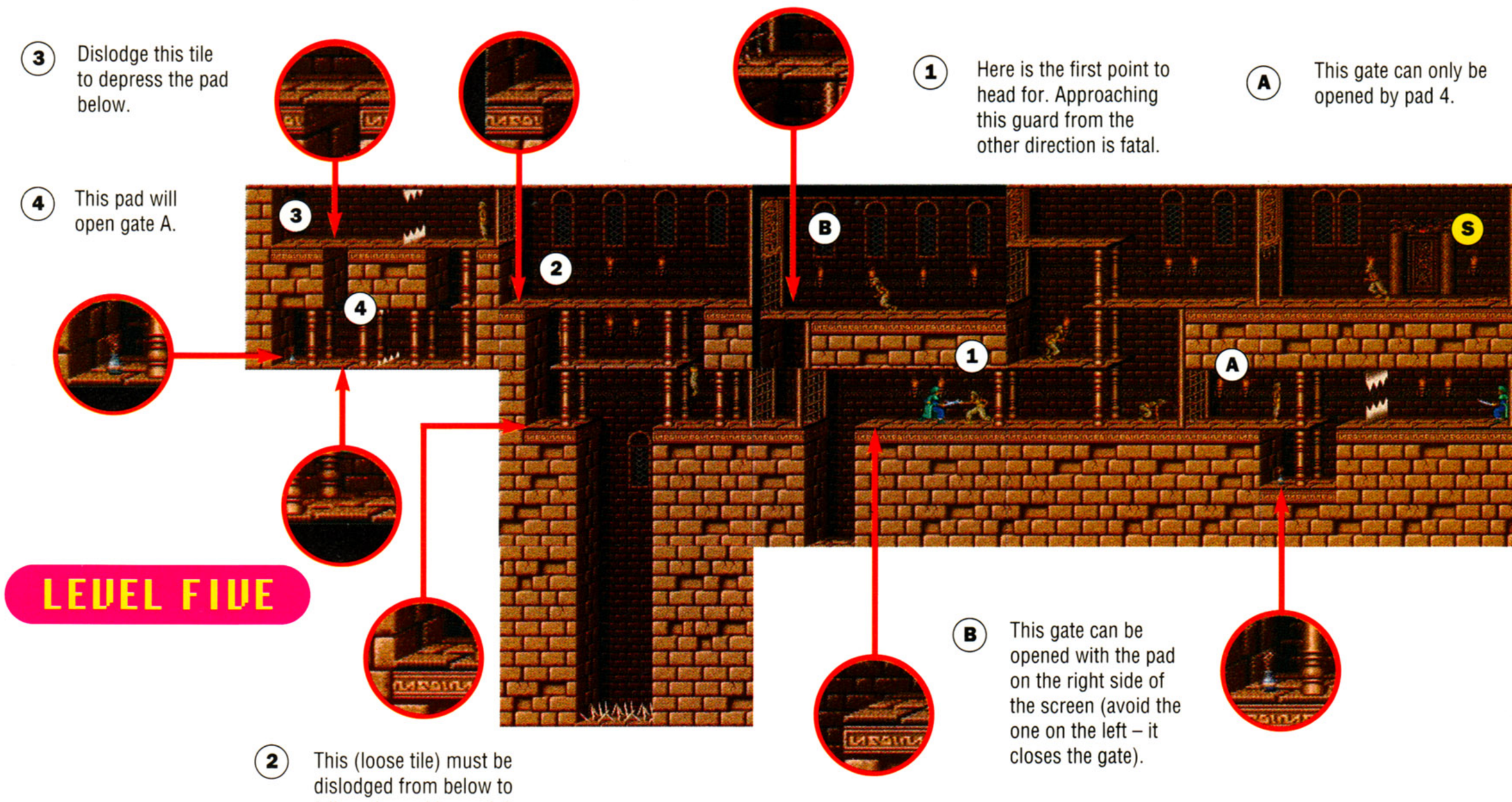
4 Be careful when jumping here – try and land between the loose tiles.

2 A loose tile reveals a secret room and extra energy!

1 Your first point to reach. A pad here opens gate A. Jump up and dislodge the tile above to hold it down.

PRINCE OF PERSIA (Continued)

LEVEL FIVE



(3) Dislodge this tile to depress the pad below.

(4) This pad will open gate A.

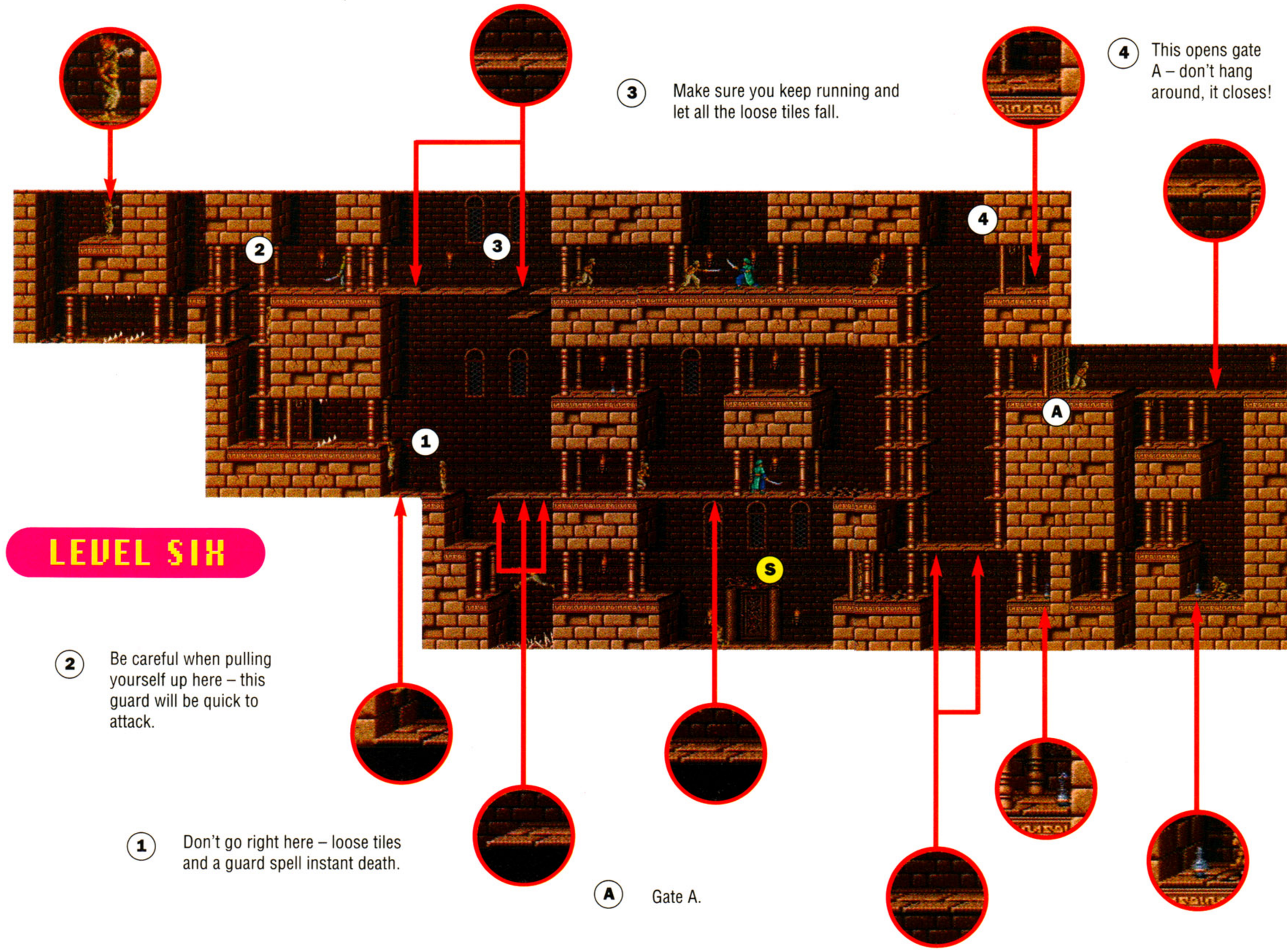
(1) Here is the first point to head for. Approaching this guard from the other direction is fatal.

(A) This gate can only be opened by pad 4.

(2) This (loose tile) must be dislodged from below to fall on the pad beneath it.

(B) This gate can be opened with the pad on the right side of the screen (avoid the one on the left – it closes the gate).

LEVEL SIX



(3) Make sure you keep running and let all the loose tiles fall.

(4) This opens gate A – don't hang around, it closes!

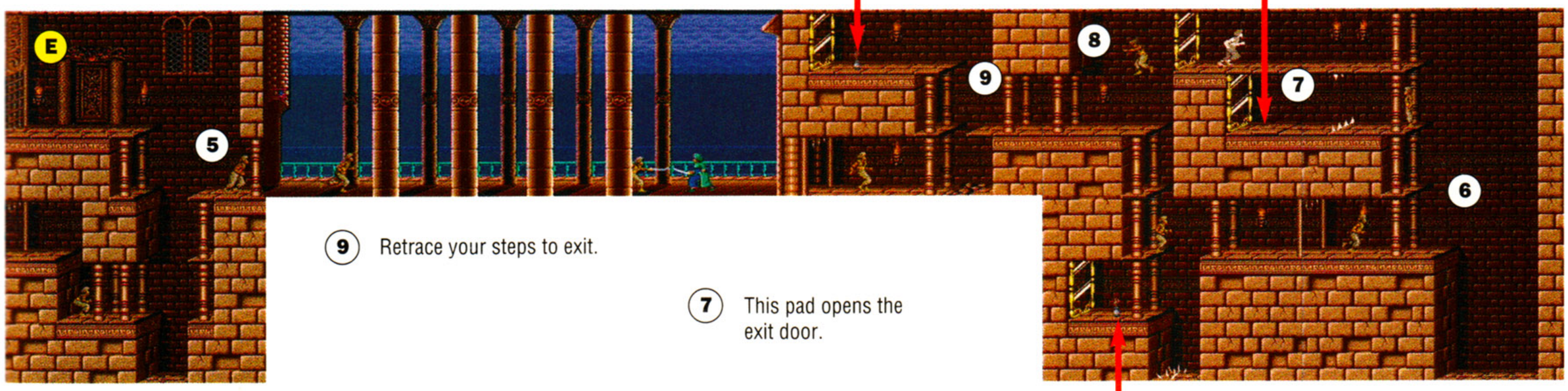
(2) Be careful when pulling yourself up here – this guard will be quick to attack.

(1) Don't go right here – loose tiles and a guard spell instant death.

(A) Gate A.

(5) To open the exit door, keep going right.

(8) Jump through the mirror and your reflection runs off in the opposite direction – you'll confront him later.



(9) Retrace your steps to exit.

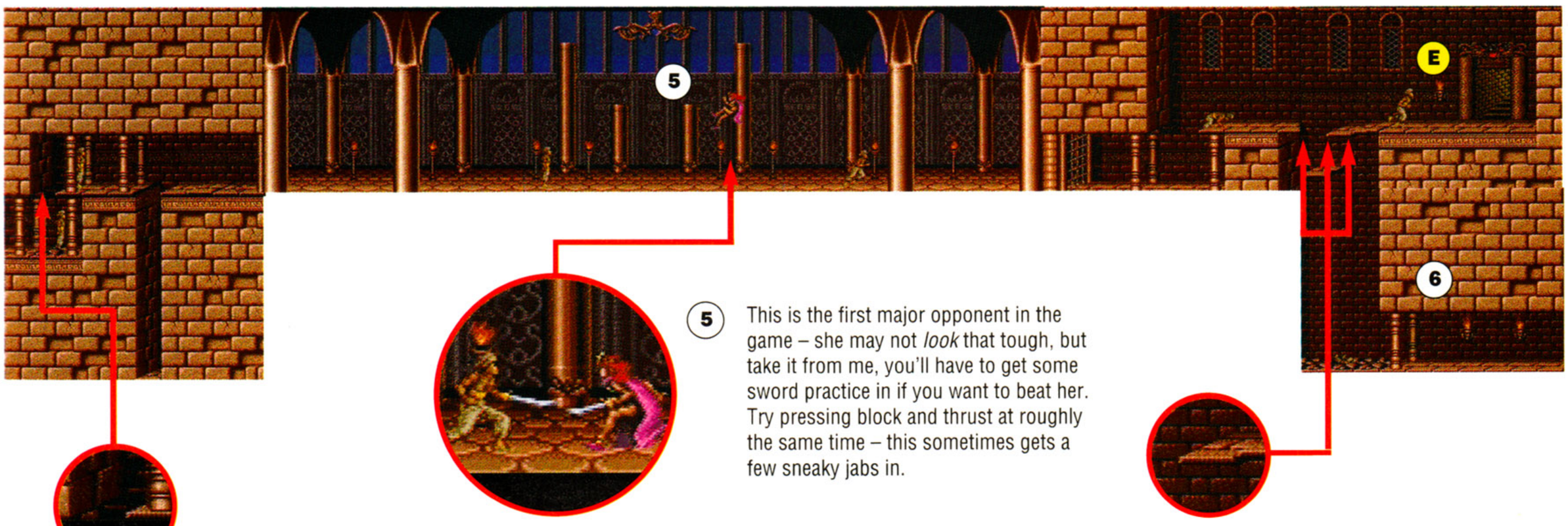
(7) This pad opens the exit door.

(6) Run across these tiles or fall to reveal the secret passageway!

SUPER PLAY CHALLENGE!

After defeating the tough vixen the coast is clear. Run over the loose tiles and the exit lies in front of you. If you slip, however (or fancy suicide) while plunging to your death you will notice that a secret passageway lies at the bottom (6) of level six. Being dead obviously presents a problem as far as exploring where it begins and ends! Here's a little challenge – the first person to get the correct way into this passageway (other than head-first) will receive something quite special indeed (well, sort of). Send your solutions to:

***Prince Of Persia* Challenge, *Super Play*, Future Publishing, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW.**

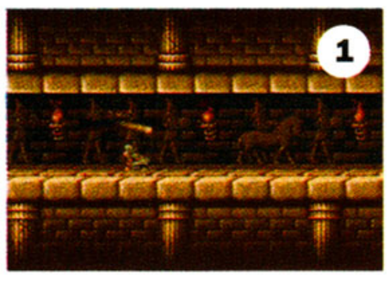


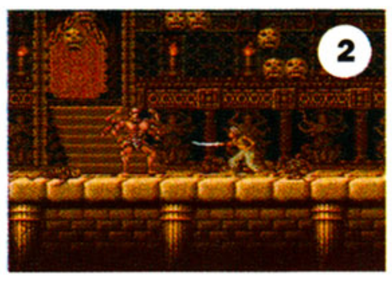
(5) This is the first major opponent in the game – she may not *look* that tough, but take it from me, you'll have to get some sword practice in if you want to beat her. Try pressing block and thrust at roughly the same time – this sometimes gets a few sneaky jabs in.

And there's more...

There's been loads of work put into this new version of *Prince Of Persia* – it's a great game and we've recommended it in our Hot List. Here are a few snippets of some of the action you can expect later on – if you're any good! Don't forget our challenge (see box).

1) This is a neat Indiana Jones-style section where a rotating log swings out of the wall.
2) No, it's not a mutant Dhalsim (!), but a level boss who summons falling skulls.
3) Level 19, and time is running out fast. The complexity of this level is quite extraordinary – you die *even* more often. Great fun though.





NOW CHECK OUT PAGE 54 AND PAGE 80 FOR MORE TIPS'N'CHEATS!

XANDRA'S BIG ADVENTURE

ENCOUNTER WITH THE VALKYRIE

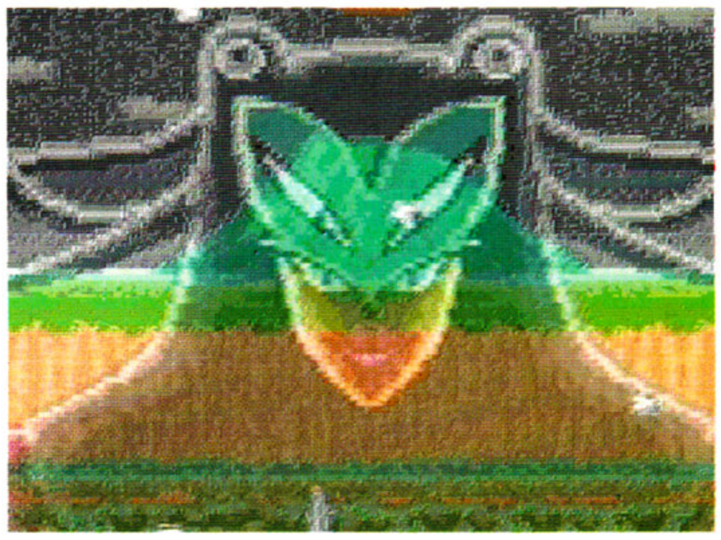
Namco has produced some good PC Engine games over the years – the main character of this game appeared as the shopkeeper in the classic *Legend Of The Valkyrie* – but they've yet to make their mark on the Super NES. Until now. Who would've believed that a game starring a cute green pitchfork-wielding jelly baby could be this good...?

Japanese Release

Game: Xandra's Big Adventure
Publisher: Namcot
Developer: In-house
Price: Approx. £45.00
Release: Out now
Players: 1
Cart ROM: 8 Mbit

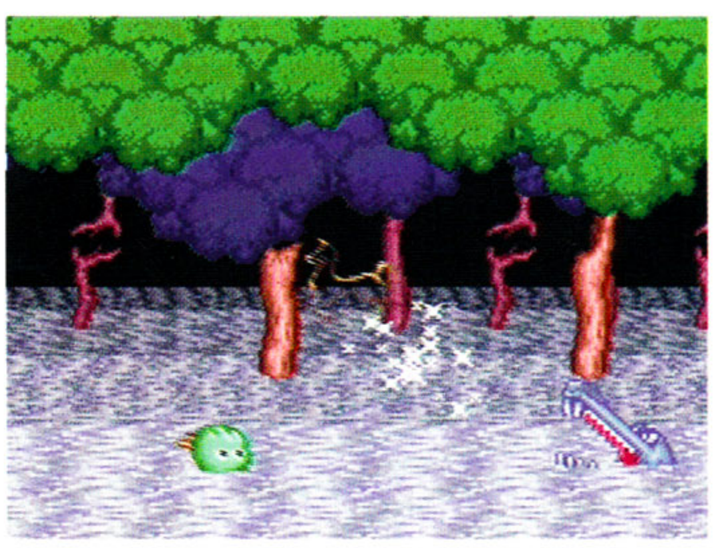
Life was peaceful by Alsandra mountain before the eruption, when the terrible Zona cast her wicked spell, and illness and death fell upon the land. (*Is this from the manual? – Ed.*)

Xandra's poor little new-born baby boy is critically ill – it's really all too sad. As Boots is closed, the only way to save him is to find some special secret herbs...



Here is Zona in all her terrible glory – Boo! Hiss! She really is the wickedest of them all – yes, I'd say she's even more frightening than Ruby Wax! (If that's at all possible...)

Our hero sets out on his quest. A deep and forboding winter curse, cast by the evil Zona, plagues the countryside. Xandra's first task is to leave the mountain.

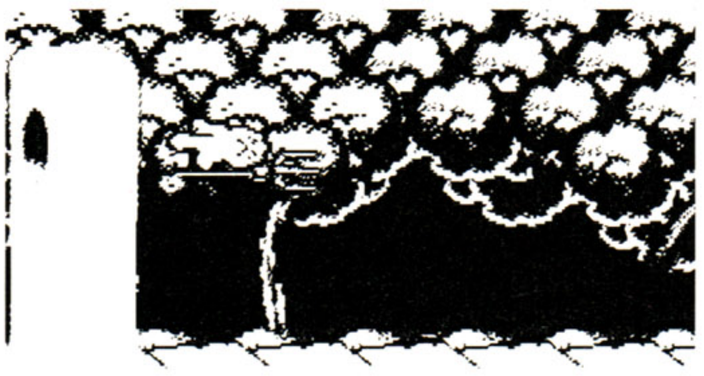


Here we are at the river with all kinds of aquatic foe to deal with, but some lovely (if repetitive) music helps to soothe the proceedings. Only jump on the closed-mouth crocs!

Throwing himself against this tree produces a rope that Xandra can quickly climb. This is one of those gorgeously cute, and character-packed, moments to really savour.

THREE WAYS TO USE A FORK YOU NEVER THOUGHT OF...

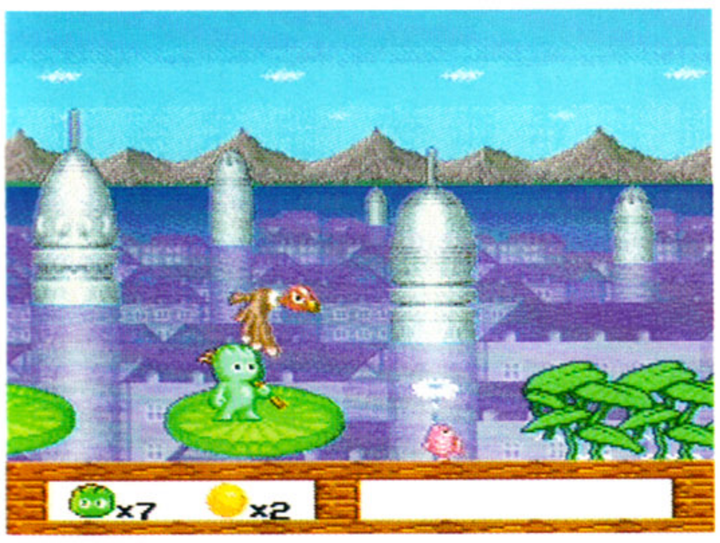
This is excellent: Xandra can bounce across a number of baddies on his fork, taking out every one.



If anybody calls him a jelly baby, or his path is blocked, Xand gets really mad and flies through the air like a missile.

Breaking his fall with his pitchfork can cause a few problems for little Xandra – especially freeing it from frozen ground!

A brilliant bit in the game – this giant snowball thunders down the slope after Xandra, and proves to be a real nightmare to cope with at first. What you have to do is dash back the way you came (like so), then jump down a hole and hide while it rumbles past.



Stage 3 has all sorts of surprises in store – just don't use this water-spouting fish as a drinking fountain, that's all. This section is completed by jumping through a waterfall.

Xandra uses these wooden lift contraptions to get up this waterfall. You have to jump from one to the other as they rise – they stop moving when you stand on them, you see.

Princess Tiana has lost her lover and wants you to help her find him – though you'll only know this if you can read Japanese! (*So how did you find out, then? Eh? - Ed.*)

The game is full of terribly sad moments, as Xandra over exerts himself and lands in a variety of different heaps. Poor little fella – it's sad, but at the same time hilarious to watch.

Now this is difficult beyond belief – tearing-out-clumps-of-hair-and-throwing-your-SNES-through-the-window difficult. Indeed (admission time), I didn't actually get past this bit...

The problem is that these platforms go invisible (like so), and to work out where they are takes quite a bit of effort. Miss one, and you'll fall to your death. Now *that's* what I call tricky...

GOOD, BAD OR UGLY?

I've always been a softy when it comes to cutsy game characters (throwing the last bit of credibility I have away!), which means this first month of *Super Play* has been great for me – we've had Yoshi and his friends in *Mario Kart*, the stars of *Dinosaurs* (who are all brilliant), and now here's the excellent *Xandra*. This guy's cool – so much so that it's a shame the game will probably never be translated for the US/UK markets. What initially looks like a rather poor *Wonder Boy* clone actually turns out to be a top-notch arcade adventure, enlivened by some very versatile controls. These take getting used to, but once learnt prove to be extremely rewarding – if a little frustrating at times.

Graphically *Xandra*'s a mixed affair, with both lovely and rather drab bits. The main sprite has consistent appeal though, and the way he can jump and land on top of baddies with his fork is a joy – and a lot less disturbing than it sounds! The gameplay is as patchy as the background graphics, however – at some points it's simply great fun, while other bits are a real pain. Throughout it all the generally melancholy sonics add tons to the game, even if they do get slightly repetitive. Indeed, the whole feel of the game is tearjerkingly sad – not just the music, but also the plot (our hero has to collect various special herbs to help cure his dying son), and general atmosphere. Passwords are given at regular points, but it'll still take you a fair while to find the herbs, due to the fiendishly designed levels – you can almost feel the boy's life draining away as you struggle with a particularly tricky section.

A real discovery, then, and a game that offers the player a lot more than it first appears. Things get better and more complicated as you progress (indeed, it's fiendishly difficult in certain sections) but don't let the Japanese text that crops up occasionally turn you off – understanding it all is not crucial to gameplay. This is likely to remain an obscure game in the UK, though we expect it to gather something of a cult around it – great fun.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
84%	89%	82%
GAMELIFE	OVERALL SCORE:	88%
91%		

VERDICT: A wonderfully versatile and highly unusual game that, as a slightly bizarre trip into Japanese eccentricity and mysticism, is hard to beat. Despite some infuriating sections, this is highly recommended, especially to hardcore gameplayers. One thing is for certain – no-one will finish this in a hurry.

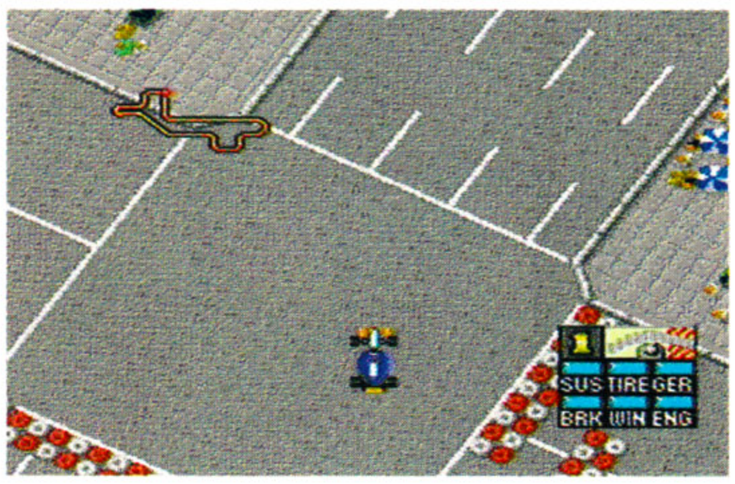
$UPER F1 CIRCUS

One thing the SNES isn't short of is overhead view driving games. Choosing between them is the tricky thing – they all look more or less the same, though as you play them the differences become clear. We reviewed the current champion, and put it up against three of its most popular competitors...

US Import

Game: Super F1 Circus
Publisher: Nichibutsu
Developer: Nichibutsu in-house
Price: Approx. £45.00
Release: Available now
Players: 1
Cart ROM: 8 Mbit + BB

SUPER F1 CIRCUS: THREE REASONS TO BUY



OVERHEAD VIEW RACERS: THE BIG PROBLEM

In presentation, *Super F1 Circus* is your basic top-down view racing game. The first thing you notice on playing it is that you can't actually see where you're going – not very far ahead, anyway, the corners appear all too suddenly. This is a big problem with all overhead view racing games, though in this case a handily placed scanner helps you keep tabs on where you are and what corners are coming up. During play this proves essential.

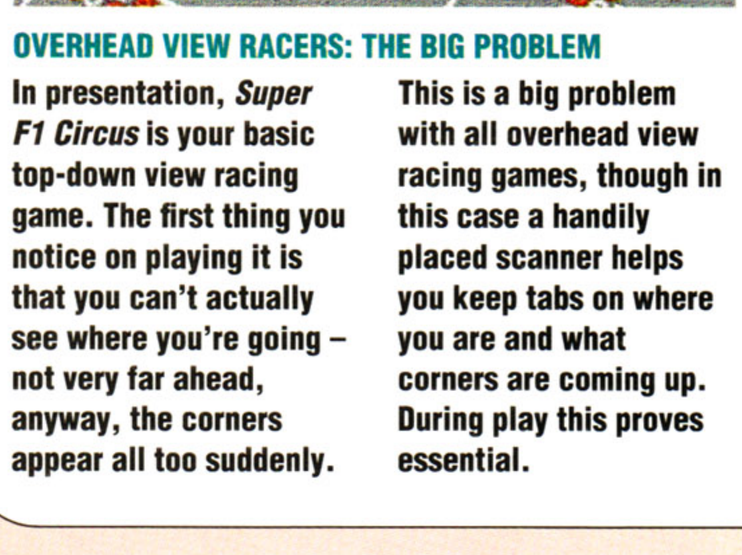
SPEED IS OF THE ESSENCE

The second thing you'll notice is the speed. The scenery whizzes by, the other cars overtake you fast, and the corners come up *very* fast – not quite as speedy as the PC Engine original it's based on, perhaps, but quick enough for most people. And not only is it fast, it feels right too – or as 'right' as you could really expect of an overhead view game. Tyres, suspension settings and similar changeables really *do* seem to have an effect on your car.

WHAT? I DIDN'T EVEN QUALIFY?

The third thing you'll notice is that it takes a fair bit of effort to even qualify for one of the Grand Prix races in this game, let alone get pole position on the grid or actually win the thing. Whether you qualify or not is based on a timed three-lap solo run around the track, though if you fail to make it on your first attempt you can keep on trying until the cows come home. Graphics are decent, but what makes the game is the racing action, which is great.

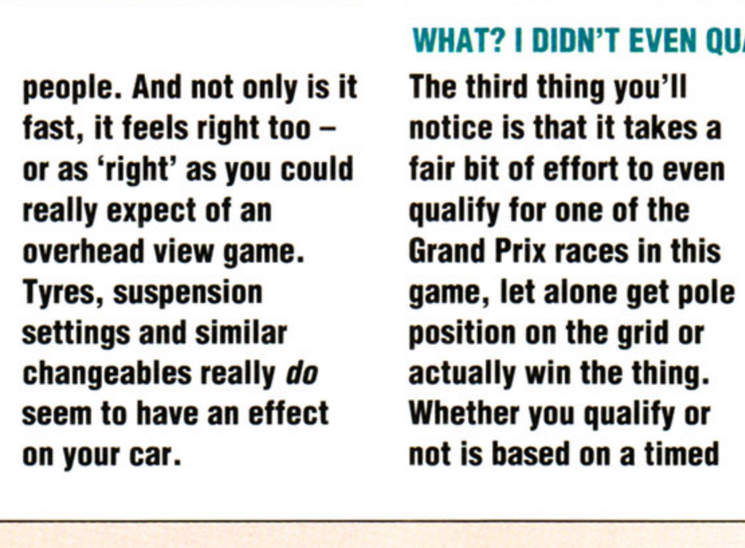
...AND ONE-AND-A-HALF WAYS TO PLAY



F1 Circus can be played in two ways – as a (sort of) strategy game, and as an action thing. Actually, it's more like one-and-a-half ways, as the language barrier makes the strategy game all-but-unplayable.

Still, for what it's worth, this puts budding Frank Williams in charge of a selected team in the Constructors championships – you don't actually race, but hopefully you'll somehow manage the team to victory (in Japanese?), against either human or computer rivals. This is ideal for those lacking hand-to-eye co-ordination completely, or of a megalomaniac bent.

The actual 'Drivers' game, on the other hand, is a different kettle of fish altogether – here your reactions, driving skills and so on come to the fore, which could be bad news for some of us (eh, Jonathan?). It gives you *lots* of options to choose between – there's a choice of race circuit (and order in which they appear if you're playing a full World Championship all the way through), there's weather, there's different types of gearbox, steering, engine, suspension, setting of wings, number of laps you want each race to run (from 6 to over 20 for real endurance), the team you want to race for, and far more things than there's time, room or I've inclination to list here.



You can tailor the game to suit yourself, and there's enough scope here to make it as hard or as difficult to as you like.

These races themselves are actually remarkably good fun – if you choose automatic transmission, that is (it's a nightmare trying to cope with manual on top of everything else, at least at first). Just remember to keep your eye on that group of gauges on the right there – if you damage any part of your car, they'll show as red and you'll have to nip into the pits for a quick repair job.

GOOD, BAD OR UGLY?

Though not initially the most impressive looking of games, *Super F1 Circus* comes alive on playing – to the point where it became one of the games I wasted most time with during the course of putting together this issue. It's great fun, it's genuinely challenging and (with all those options, especially) provides excellent value for money.

There is, however, a problem, and it's a fairly major one – you can't actually see the road in front of you very well (hardly at all, in fact), which makes the game difficult. You feel it's a bit artificial in a way, this hardness – when you're driving a real car at least you can always tell what's coming up – and it makes you wonder if the next logical step in adding difficulty to racing games might be to have the screen go black for a few seconds every so often, just to see how you cope.

But that's the griping more or less out of the way, as there's precious little else wrong with the game. The graphics aren't the best, and there's nothing the slightest bit clever about the game technically, but it works, and that's what counts. Indeed, after a while you even get used to the can't-tell-what's-coming-up-next factor. One big reason for this is the excellent positioning of the course scanner provided – not only is it within your field of vision, it's actually placed very close to where your car appears on screen, letting you keep tabs on both at once. Another reason is that handy arrows pop up to tell you which direction you have to turn a split second before the bend comes up, giving you at least a little bit of time.

Everything else I have to say about the game pretty much boils down to a list of Good Things, so here we go: it's got decent speed, believable (and pleasing) car handling, plenty of tracks and oodles of options. Sound – mainly a car revving and changing gear – is atmospheric, and the racing against other cars is fab. It could do with being slicker and more inventive technically – we expect a significantly better overhead view racing game to come along any month now – but, next to the other games on this page it plays like a dream.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
72%	78%	84%
GAMELIFE	OVERALL SCORE:	83%
85%		

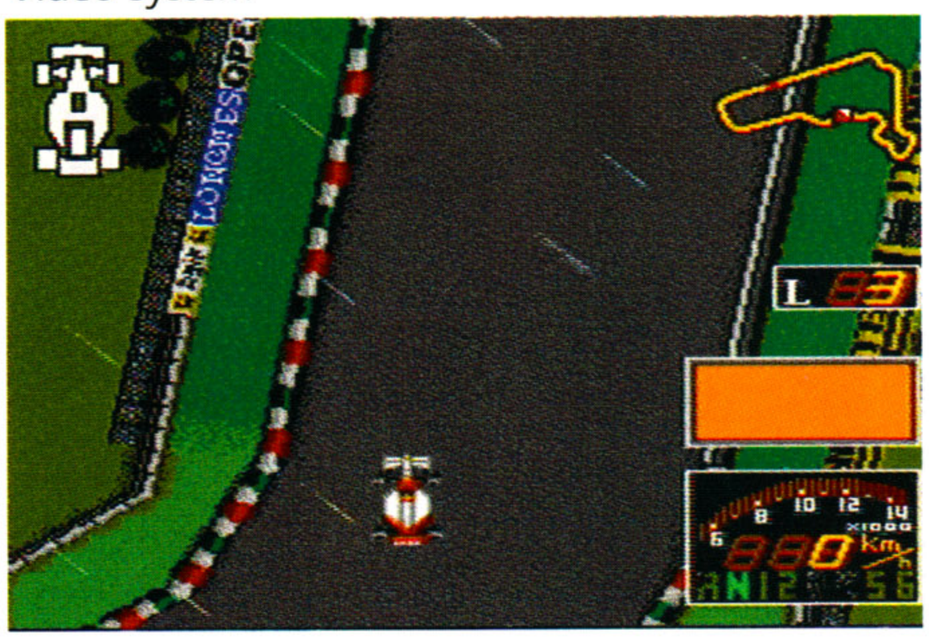
VERDICT: Initially ordinary looking, but it manages to make the concept of an overhead view driving game work. Nice feel, plenty of speed, and a wealth of tracks and car tuning options mean it'll provide long-term fun too. Recommended.

SUPER F1 CIRCUS - HEAD TO HEAD

We put *Super F1 Circus* up against its closest rivals – and watched it jump up and down on top of them.

F1 GRAND PRIX 66%

Video System



This is the nearest rival to *Super F1 Circus* in look and feel, but on playing, it proves to be far inferior. The sound is a nightmare – like listening to a wasp bashing itself against the window trying to get out – and while the way the track itself does a Mode 7 swivel around your car on corners (to allow the car sprite itself to keep on heading up the screen) is kind of spectacular, it's also rather disconcerting, and doesn't aid the feel of things at all. Indeed, it helps make the game very hard – none of us in the office have actually managed to qualify for a race yet! Graphically *F1 Grand Prix* is pretty much on a par with *Super F1 Circus* – if that was the only purchase criteria there'd be little to chose between them, but in every other way it comes across as a much shallower and less sorted game.

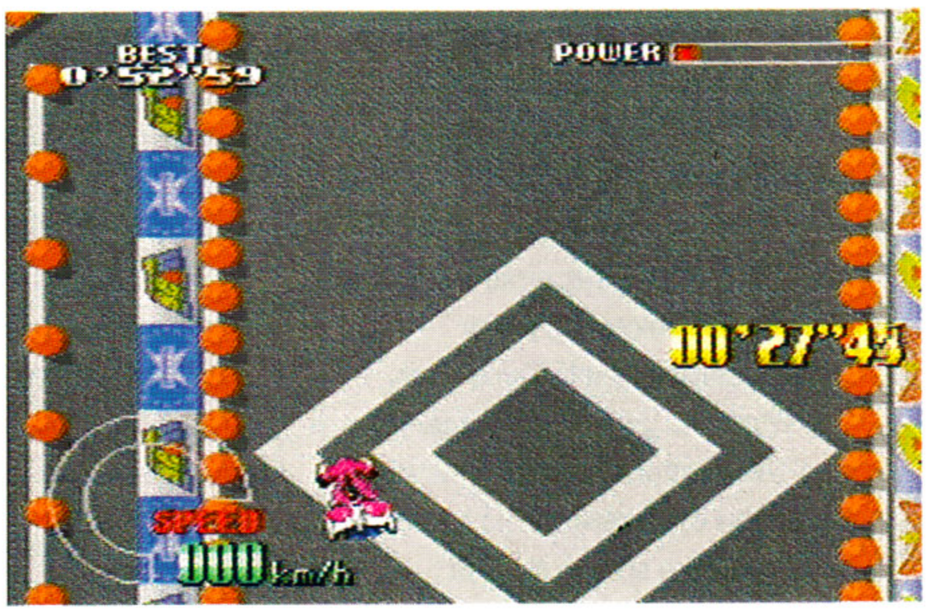
BATTLE GRAND PRIX 72%

Naxat Soft

Oh dear. For an example of how not to programme a game, check this one out. *Battle Grand Prix* sounds great – the screen's split vertically for true head-to-head action – but playing it is another matter. The graphics are, quite frankly, ropy, and while the feel's not too bad – though if you've ever even got near to driving a real car you'll know it's nothing at all like this – the fact that you really can only see a tiny bit of race track at any one time's a real problem. (Much more so than in the other games covered here.) The sound is crap too, and we haven't even begun to express how annoying it gets when almost any crash at all (even a little one) puts you out of the race permanently. Basically, a missed opportunity to produce something a lot better than this.

GPX CYBER FORMULA 70%

Takara Co



The fact that it's based on a rather ace anime TV series is perhaps the best thing about this one. Well, that and the graphics (the wild'n'wacky cars are like the mutant sons of Dick Dastardly's ride from *Wacky Races*) and the speed – this is undeniably fast. The problem is that it's fairly boring – you just drive straight up the screen with the odd (almost completely unannounced) corner to deal with. Though the driving looks and feels like you're just going along in a straight line (Capcom's ancient *LED Storm* coin-op springs to mind as much as anything), the game actually tries to pretend it's a course you're going around, as after a while you cross the start line again and then the same graphics start to repeat. Fun in the extremely short-term, though – the various gameplay options extend life only a little bit – and at least some of the car designs (check out the 'Stealth Jaguar'!) give a bit of a laugh.

Street Fighter II

Capcom

SUPER PLAYER'S GUIDE

As you'd expect of such an incredibly popular game, there's a whole host of tips, tricks and tactics that've been discovered and developed for *Street Fighter II*. Some you'll know already, some you won't, but they mainly take the form of things like which moves to use against which character, how to best utilise the special techniques and most powerful move combinations, how to avoid the other characters' best attacks, and so on. And very useful they are too, though many are perhaps best worked out for yourself, and anyway, there are far too many to include on a mere two pages. However, the very best set of cheats for the game are the ones we're going to show you here. They are, of course, the secret cheats for playing Character vs Same Character bouts, just like you can in the *Street Fighter II Champion Edition* coin-op. Yep, it's all there for the taking in the standard SNES *Street Fighter II*, if only you know how to access it. And here's how...

Character vs Character

One of the most annoying things about two-player *Street Fighter II* is having the other player pick your favourite character, leaving you to make do with somebody else. Well, worry no more – that ain't going to happen again if you use this (fairly) simple cheat. It lets you pick the same character as the other fella – the only difference between the two being that one is now in a different colour scheme to tell between them. This is, as we said, a reproduction of the *Street Fighter II Champion Edition* arcade machine, and is bloody brilliant because it allows completely fair matches between two players.

Making it work is simplicity itself. When the word CAPCOM appears on screen at the beginning of the game, quickly press these buttons: DOWN, R, UP, L, Y, B, X, A if you've got a Japanese machine, or DOWN, R, UP, L, Y, B if you've an American one. You're sorted now – the game makes a little noise, the screen goes blue (instead of black) and you're away. You can now both pick the same fighter!

Ken vs Same Colour Computer Ken

Here's another version of the cheat above. Again it allows you to get two Kens to fight, but this time they're both the same colour!

1) Start a one-player game – your highlighted character should be Ryu (see pic a). Don't press anything though – wait until the computer picks Ryu as your character of choice. You'll now automatically be sent to Ken's stage.

2) When you get to Ken's stage, press the START button on controller 2. When you do this the screen will go back to the player selection screen. Now on controller 2 pick Ken as your character.

3) Once you get back to Ken's stage again, don't press anything on controller 1 or 2. Just let Ken and Ryu stand around until time runs out for four rounds in a row (b). A screen will now appear telling you Ryu lost the match.

4) Before the counter reaches 0, press START on controller 2. Ken will now be in the two-player position (c). Press START on controller 2 again and – hey! – it's Ken vs same colour Ken time! (d) When the round starts, you'll be on the right – don't get too muddled, will you?

ALTERNATIVE VERSIONS

Wait, there's more! There are a couple of ways to get basically the same effect (Ken vs computer Ken), but this time with a) both Kens now in their alter ego colours (ie both with blue clothes) or b) with one Ken in red, one Ken in blue.

a) To get blue Ken vs blue Ken (pic e).

To do this, first put in the Character vs Character trick given above. Now do the Ken vs same colour Ken trick as just described. Both Kens will be in their alter ego colours, with you on the right.

2) To get red Ken vs blue Ken, with one controlled by the computer (pic f).

To do this, first put in the Character vs Character code, then do the Ken vs Ken trick, but when you chose Ken on controller 2, press a button other than START. You'll now have Ken vs his alter ego fighting. Yowza!

Ryu vs Same Colour Computer Ryu

You can do exactly the same thing with Ryu – fight as Ryu against the computer Ryu in his own stage! However, it doesn't work quite the same as the Ken cheat. No, it actually goes like this:

1) Chose Dhalsim with the first controller and make sure he flies to Ryu's stage in Japan (if he goes to any

Street Fighter II Configuration Screen

It's actually possible to reconfigure your control pad buttons during the game without resetting the game and going to the option screen. To do this, first either lose a match in the one-player mode, or a fight in the two-player game. After the match is over, hold the SELECT button when you're on the player selection screen. Now, after you've chosen your options, stages etc, and pressed START to begin your new match, you'll get a special configuration screen which – yes! – allows you to select your controls.

of the other ones the cheat won't work – you'll just have to reset the game and try it again). See pic a.

2) Now you're at Ryu's stage, press START on controller 2 and you'll be taken back to the player selection screen. Now chose Blanka on controller 2. Once you get back to Ryu's stage, don't press anything on controller 1 or 2, just let Dhalsim and Blanka sit through four rounds until time runs out (pic b).

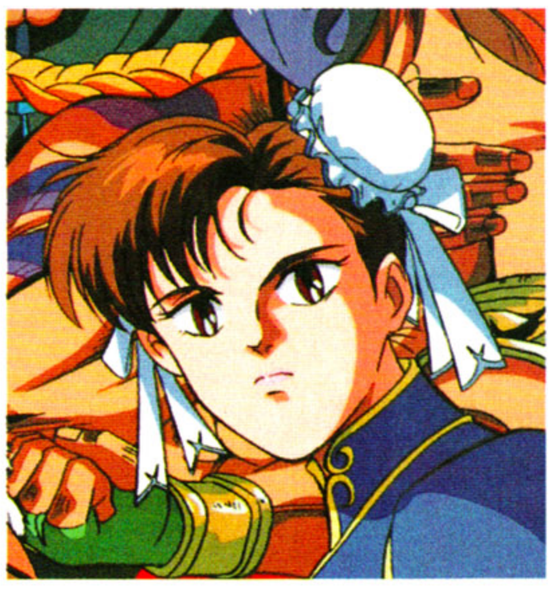
When you see Dhalsim's defeated face on screen press START on controller 1, before the counter reaches zero. Now chose Ryu on controller 1, press START and – hey! – you'll be playing Ryu vs Ryu! (Pic c). Excellent!

ALTERNATIVE VERSIONS

Combine this trick with the Character vs Character one (as we did with Ken, remember?) and you can play Ryu using the alternate colours too! (Pic d).

Cheats Anonymous!

Get to fight the bosses without really trying. Start a one-player game. When you arrive at your computer controlled opponent's stage, press START on controller 2 and select the character whose stage you were just in. Player one can then thrash player two for two rounds and (without player two continuing) the procedure can be repeated until you get to the bosses. Remember though, the special endings won't be revealed!



Chun Li – she'll talk to you with this cheat!

Street Fighter II: The Special Endings

Hidden away in the code of *Street Fighter II* there are actually a whole series of special endings for the player vs computer game, which are given out as rewards for particularly good game playing. These are ace fun for real experts at the game to try and get to look at, but really of little use to the rest of you. And the reason? Because you're going to have to complete the game under your own power to get to access them, that's why – if you try to cheat your way through by getting a second human player to join in during an actual fight (and then be deliberately crap so you're sure to beat him), the game's smart enough to recognise what you're doing, and you won't get the special endings.

Okay, so having established we're in one-player mode, here's what you get to see when you complete the game on each difficulty level.

Difficulty level 0-2: No special ending.
Difficulty level 3-5: Individual graphic ending for whatever character you're playing.
Difficulty level 6-7: Individual graphic ending with credits.
Difficulty level 7 (when using continues, but without changing your character): Individual graphic ending with credits, plus a special congratulations screen which shows eight characters.
Difficulty level 7 (without using continues): Individual graphic ending, credits, plus a special 12 character ending – similar to the eight character one, but including the four boss characters too.
Difficulty level 7 (without losing a round): Individual graphic ending, credits, all 12 character congratulations screen, PLUS, if you press the start button, Chun Li will speak to you!

NOW GO TO PAGE 67!

Street Fighter II **is about to be officially launched in the UK – we have a full review of it on page 67! Now everyone can play the game that's been making history across the globe, whether they've got a UK or foreign console, an adaptor or not. One thing's certain – you ain't seen the back of this game yet...**

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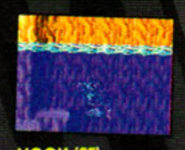
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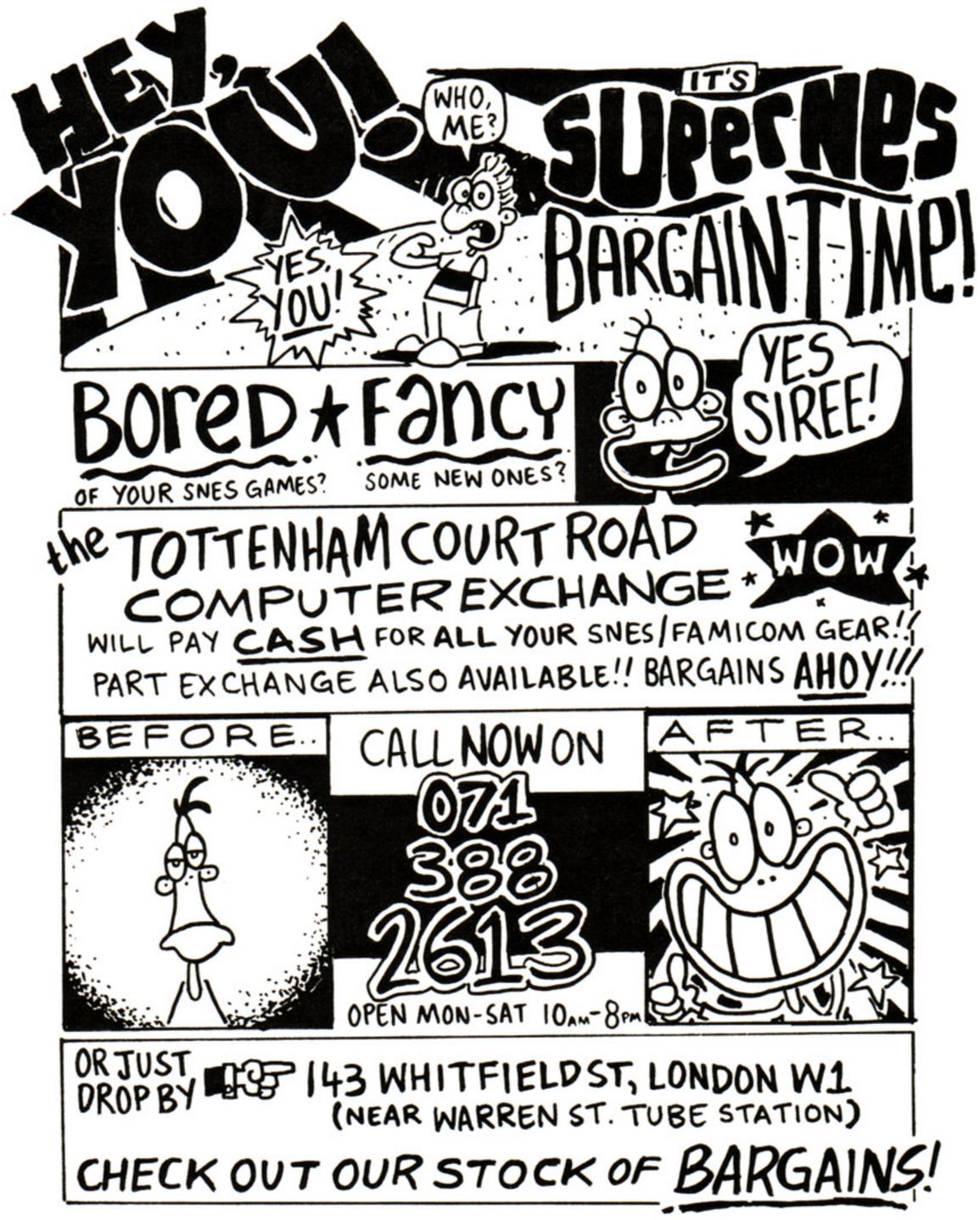

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PHALANX

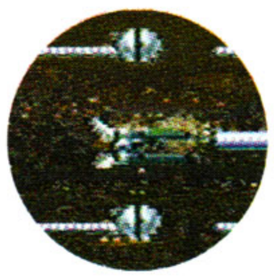
Super Nintendo shoot-'em-ups fall into three distinct categories. There are the all-out, no-holds-barred mega games, there are the real waste of space disappointments, and then there are the ones like *Phalanx* – the average games. There's no way you could claim this pushes back any boundaries – but equally, you can't deny it works as a game.

Japanese Import

Game: Phalanx
Publisher: Kemco
Developer: Zoom (original), Kemco in-house (SNES version)
Price: Approx. £45.00
UK Release: Available now
Players: 1
Cart ROM: 8 Mbit

YOU AND YOUR POWER UPS

This is you: a fairly standard-looking little space fighter, dubbed an RAF (!) Enforce model, apparently. It can do fairly standard space-fighter-type things – shoot photon torpedoes, fire rockets and lasers, surround itself with smaller satellite sprites and so on – though these get more involved as you collect power-ups, allowing you to build up a real eat-laser-death-alien-scum killing machine fairly quickly. The control pad allows you to cycle neatly through whatever options you've collected as you play, letting you choose a weapon for every occasion. There are loads of them, but here are a few of our favourites (and they're just the start...!)

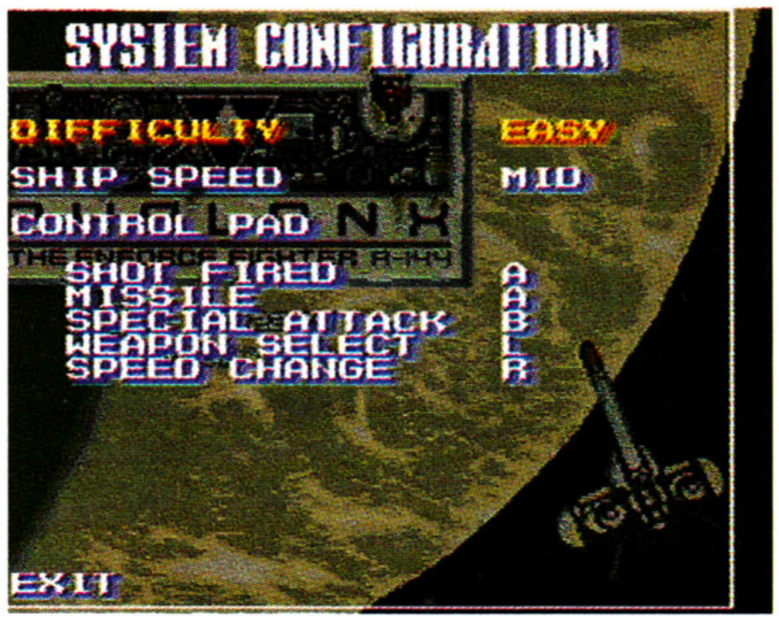


The triple backwards-firing laser with attachments – one of the biggest, butchest weapons, and ideal for getting at those hard-to-reach, end-of-level bosses.

The electro-charge bomb – allows you to build up varying strengths of shot, much like the build-upable-in-power-by-holding-down-fire weapon in *R-Type*.

The spinning-around-in-all-directions-like-a-mad-thing weapon, which sends your ship into some sort of bizarre berserk fit, bouncing off everything that moves – odd to describe, even odder to watch.

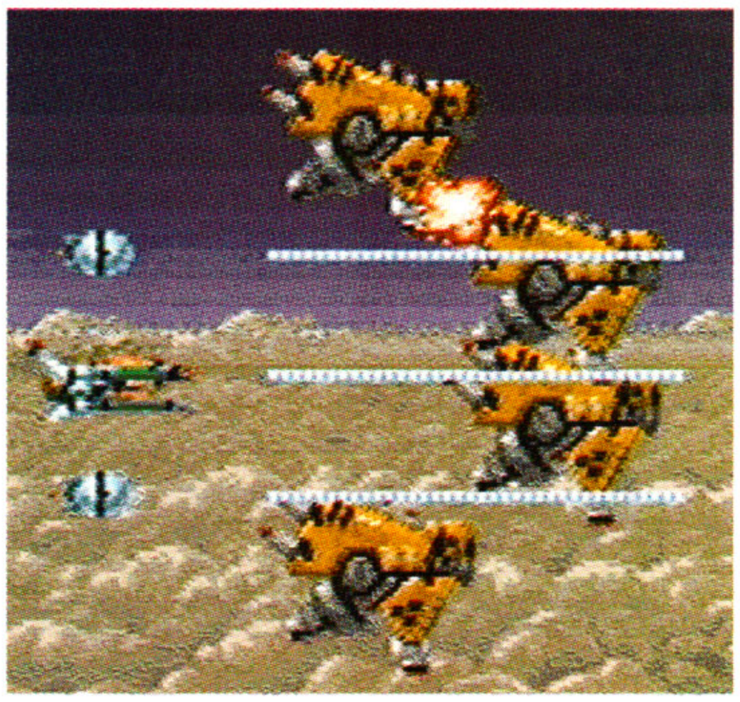
One of your constantly circling satellite things – smashes in most known baddies brave enough to get close to you.



The one collectable you won't find in the game, surprisingly enough, is the humble speed-up – but don't worry, that's only because you're given a choice of three infinitely selectable ship-speeds from the word go. You can choose the speed you want (fast, medium or slow, funnily enough) with your joypad's L or R button at any time during play. You can also choose which joypad button you want to do what before the game even starts, as seen here, along with the difficulty level of the game – from 'easy' through 'hard' to the wickedly titled 'funny'. This stuff might all seem a bit tricky at first, but really helps prolong the lifespan of the game – if you've completed the game on easy, try it all over again on hard or 'funny' and see how far you get!

LEVEL ONE: ASSAULT ABOVE THE CITY

Graphically, this is a strange mixture of the very nice and the rather ropy. Extra nice bits include the cloud section (seen here), where you descend from the stratosphere past – and sometimes through – great rolling banks of cloud, enemy sprites emerging from the mist to blast you. Here we're seen taking apart a quartet of space JCBs.

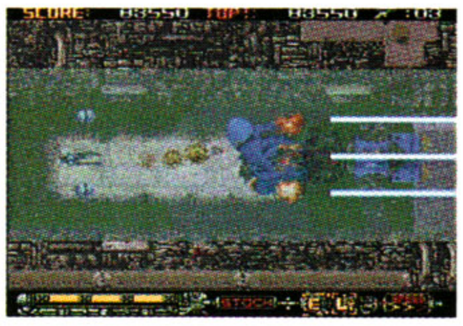


Horrible bits, however, include the sight that greets you as soon as you get below cloud level. The parallax scrolling cityscape is pretty enough, but those solid bands of colour representing the sky look really cheap – very Amiga circa 1988.

End of level one baddie is this robot face/crab thing – a pain to kill if you're weaponless (it takes *aaaages*), but a real softie if you're all tooled up. He leaps across the screen towards you – hide in the gap just under or above his 'face' or you'll get crushed.

LEVEL TWO: UNDERWATER

Initially horribly blurred-looking, but you soon realise why – you are (of course) underwater. This is actually very clever indeed – you appear to be flying down a pipe full of water (the flow constantly pushes back against you), though quite what's keeping it all together is anybody's guess: there don't seem to be any actual walls to the pipe. Mechanical fish, torpedoes, *R-Type*-style snake monsters, moving barriers and other such delights lie in wait – there's a lot of imaginative stuff in here, which bodes well for the rest of the game, you feel – what will levels three, four and so on hold in store?



Here's the end-of-level boss from level two – a big blue thing that splits in half, shoots sections off itself to squash you against the back of the screen, and so on. Though you can't really tell it here, some of the best bits of the game are the lovely graphic effects you get whenever you (or anybody else) breaks the surface of the water for a moment, and flies or jumps into the thin strips of clear air at the top or bottom of the screen. Your ship moves a lot less sluggishly when in the air too, helping boost your suspension of disbelief greatly.

LEVEL THREE: THE BIO CAVE

A classic combination of the rather snazzy and the absolutely dreadful, much like level one. Top marks must go to the pink bubble boss character (kind of like a sentient blob of regenerating candy floss) that tends to kill careless *Super Play* reviewers, but no marks at all for the useless wriggly pink snake things that look like something you get at the pick'n'mix counter at Littlewoods.

It all takes place in a sort of underground cave/guts of a giant monster, featuring some suitably organic-looking baddies.

LEVEL FOUR: DEEP CORE

Those of you looking for increased signs of imagination will be getting a little disappointed by this point. Seems like the really clever stuff peaked in level two – this section features some decent enough enemies, (the semi-organic space ships with sludge coloured extendible necks spring to mind), but the backdrop's your standard cave affair, it all has a very ho-hum feel to it and we've seen cleverer end-of-level bosses too. By this point the trend has become clear – the game's becoming more and more average by the second.

LEVEL TWO BONUS

Here's a neat hidden bonus section you come across at a few places on level two – fly off the top or bottom of the screen at certain points (such as where the giant walls try to crush you – you'll know it when you see it) and you're there. This room is packed with power-ups, but beware – most are really evil creatures merely *disguised* as power-ups. Hang back a moment before collecting them – if nothing happens, all well and good, but if horrible red tentacle things are revealed they're imposters, and really want a good leaving alone.

GOOD, BAD OR UGLY?

Since this is our first issue, and a standard hasn't yet been set for SNES shoot-'em-ups, isn't it convenient that one of the first we review turns out to be extremely average? From here on in it's easy – any game that's significantly better than this is a must-buy, while any much worse you should avoid like the plague. And ones of this standard? They are, as they say, 'fine if you like that sort of thing.'

Don't lose interest straight away, though – this is still a game worth playing. Certainly, people fresh from the Amiga will find it stunning, no doubt about it, both in terms of technical achievement and ideas used. Seasoned Super Nintendo types will be less impressed, however – they've seen better, noteably in games like *UN Squadron*/*Area 88*, *Parodius* and *Super Aleste*. It's simply not as technically accomplished as the top-flight shoot-'em-ups, and less imaginative, too.

Where *Phalanx* makes up ground is in its polish. The programmers might not be the best, most talented developers around, but they've put the hours in – this game features many neat ideas, some lovely graphics, and a pleasingly wide range of gameplay options. The fact that you can choose your own joypad controls, pick between four difficulty levels, and earn a wide range of power-ups, are things Super Nintendo gameplayers are starting to take for granted, but which you simply don't find very often on other systems.

There are problems, though, and as is so often the case with shoot-'em-ups, one of the biggest is slow-down. Get yourself tooled up with weapons, get a few enemy sprites whizzing around the screen and things seize up terribly – still, I assume this was developed before people learned how to get around the SNES' speed problem, so perhaps we'll grudgingly let it off. There's no excuse for weedy-looking enemy graphics, however, and while most sprites here fall into the decent-to-impressive category, too many are crap – and let the side down badly. And that's the game in a nutshell. It's generally good, and fun, but let down by a lack of consistency. As I said at the top, average.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
73%	48%	67%
GAMELIFE	OVERALL SCORE:	70%
67%		

VERDICT: So there you have it, one of the most middle-of-the-road of shoot-'em-ups. It's got its impressive bits, it's got its lousy bits, and while it's far better than the worthless *Blazeon* and its pals, it equally trails well behind the likes of the brilliant *Super Aleste*.

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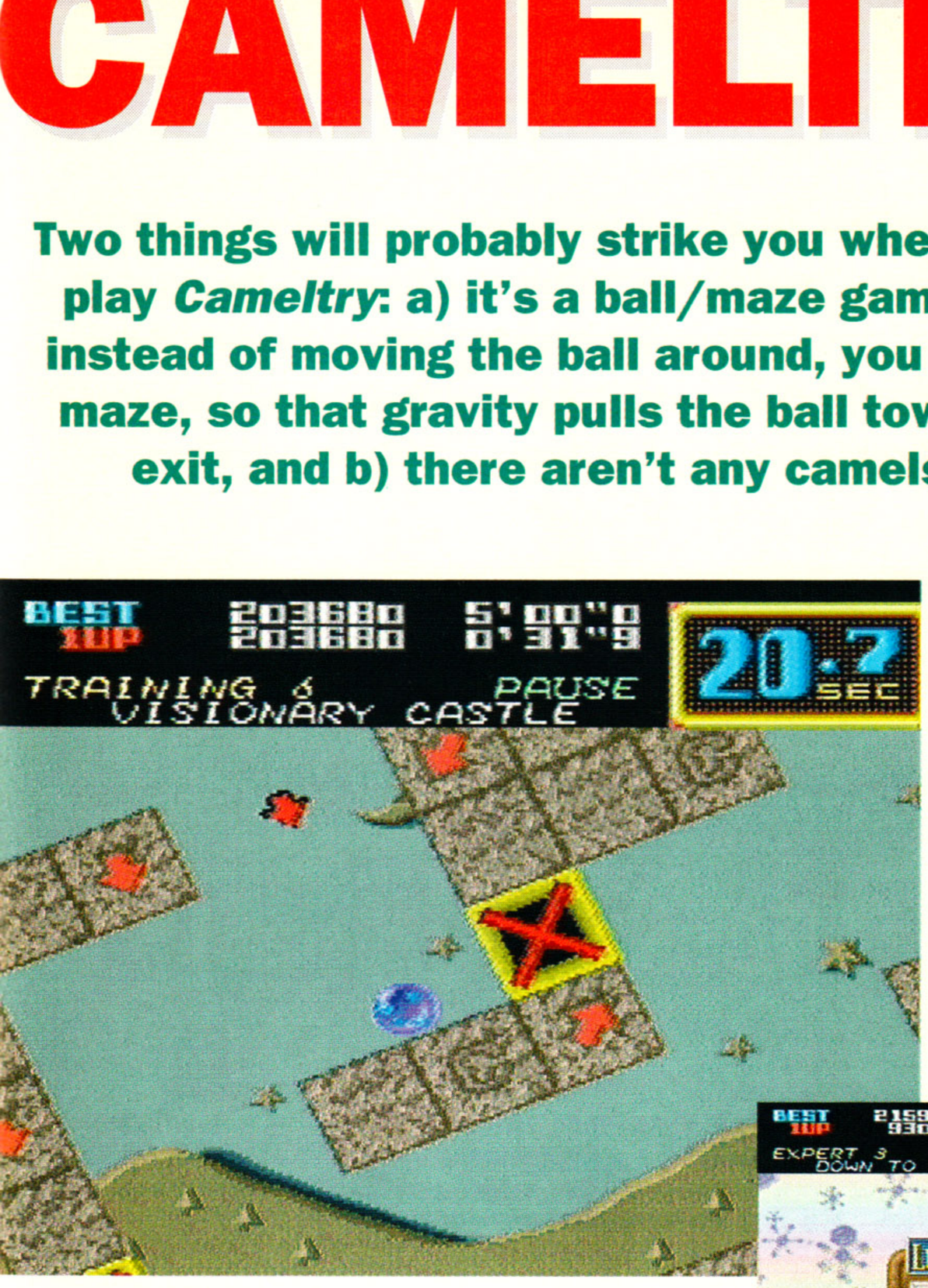
CAMELTRY

Two things will probably strike you when you first play *Cameltry*: a) it's a ball/maze game where, instead of moving the ball around, you move the maze, so that gravity pulls the ball towards the exit, and b) there aren't any camels in it.

Japanese Release

Game: Cameltry
(US version: On The Ball)
Publisher: Taito
Developer: Taito in-house
Price: Approx. £45.00
Release: Available now
Players: 1
Cart ROM: 8 Mbit



The red arrows lead to the goal, but look out for those yellow boxes with red crosses – they'll knock two seconds off the timer and ruin your chances completely.

Win by an even bigger margin by picking up extra seconds in this bonus game.

These red stripy boxes with black arrows are one-way routes only. Happily, in this case they happen to send you the right way. (So that's all right then.)

The final level! To create a sense of occasion, that halibut actually swims around in the background as you play. The problem is, it won't take you very long to get here...

We're on the 'Ancient Battleship' (no, we didn't understand it either) level, and those pins can be a bit of a nightmare to negotiate – they'll quite happily bounce you around all over the place.

Stop! You'll have to wait for that red sign to change to a green 'Go!' before you can carry on careering hopelessly into those '-2 secs' blocks!

The end screen: after a tough day's boinging, how about heading to the sea for a little quiet reflection (eg 'I really should've bought *Dinosaurs*...')

GOOD, BAD OR UGLY?

Beyond simply describing the game, what can you really say about *Cameltry*? I know, I'll just carry on where the intro left off with the thoughts that occurred to me while playing it, presented in chronological order.

1) Crikey, the whole screen spins round really quickly and smoothly. How the dickens did they manage that?
2) Oh yes – Mode 7. Ho hum.
3) Better try and find that exit, eh?
4) Wooah! This 'moving the maze around' business takes a bit of getting used to. It's probably best to imagine it's one of those annoying little puzzle games that turn up in your Christmas stocking year after year.
5) I wonder what's for tea.
6) This all seems to work effectively enough. The ball moves just like a real one.
7) The clock's run out! What a race against time, eh? And I'd almost made it, too...
8) Oh. I seem to have plenty of continues left. We're off again.
9) Is that newsagent on the corner closed yet, I wonder?
10) Not as much fun as I thought, this.
11) Hope it's sausages.
12) I suppose I'm going to have to come up with a mark for the bloody thing. Well, the graphics are pleasant, the sound's okay, it's quite original (although the bonus levels in *S*c the Hedgehog* keep springing to mind for some reason), but when it comes down to it, it's incredibly boring, and too easy. And when it does get harder, it's usually only because there are more '-2 seconds' things lying around for you to bash into. And there aren't all that many levels either.**
13) It's not going to be a very high mark.
14) Thank goodness that's over.

● **Jonathan Davies**

GRAPHICS	SOUND	GAMEPLAY
73%	78%	50%
GAMELIFE	OVERALL SCORE:	52%
56%		

THE VERDICT: I dunno, maybe a few camels might have been a good idea after all. A rotating Mode 7 maze game had to be done, presumably, but it's a shame the designers didn't manage something more exiting with the idea. Fun for a very short period only.

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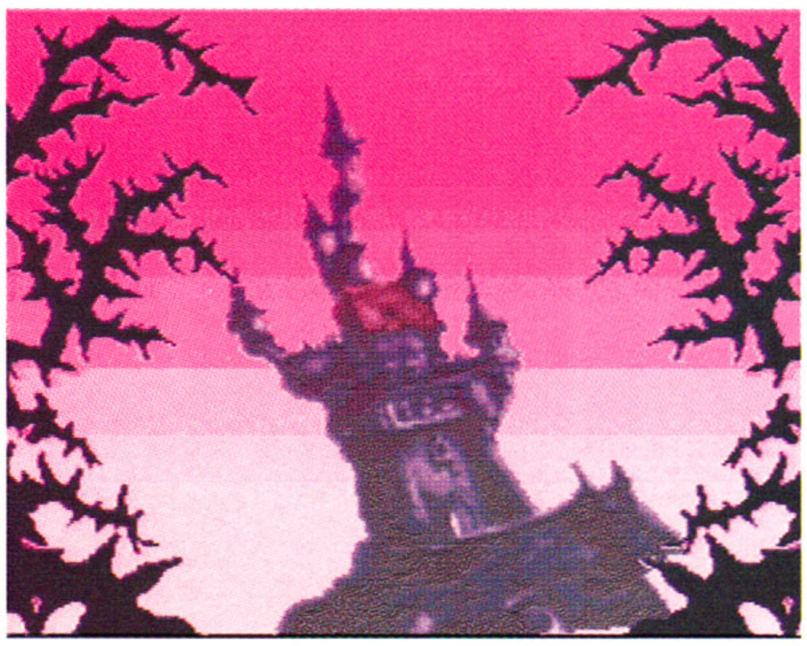
DRAGON'S LAIR

UK Official Release

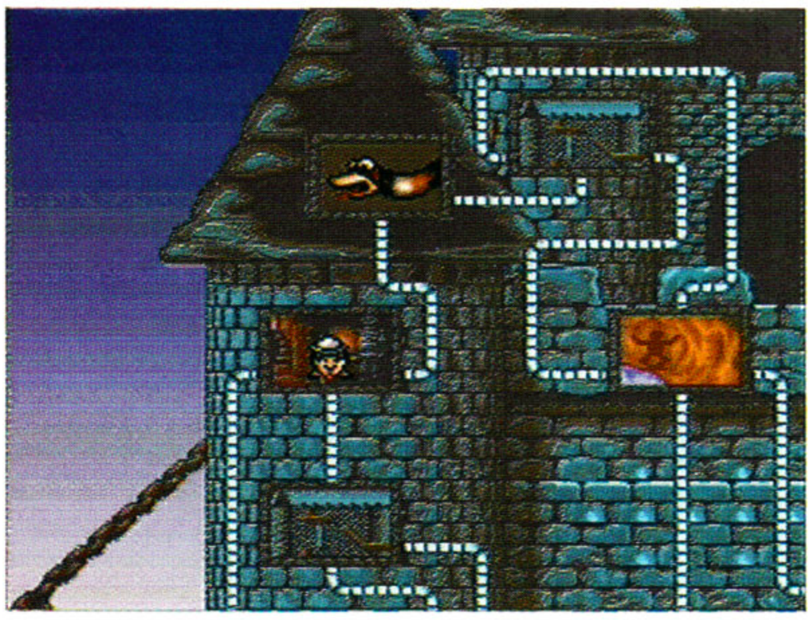
Game: Dragon's Lair
Publisher: Elite
Developer: Elite in-house
Price: Approx. £45.00
UK Release: November
Players: 1 or 2
Cart ROM: 4 Mbit

Dragon's Lair in the arcades: wow, but, oh dear, no gameplay. _Dragon's Lair_ on the NES: gameplay aplenty, but yucky graphics and, well, ahem. _Dragon's Lair_ on the Game Boy: getting there, certainly, and nothing like the original arcade game, but blimming difficult. _Dragon's Lair_ on the Super Nintendo: well, let's take a look, eh?

DIRK'S GOT A JOB ON HIS HANDS



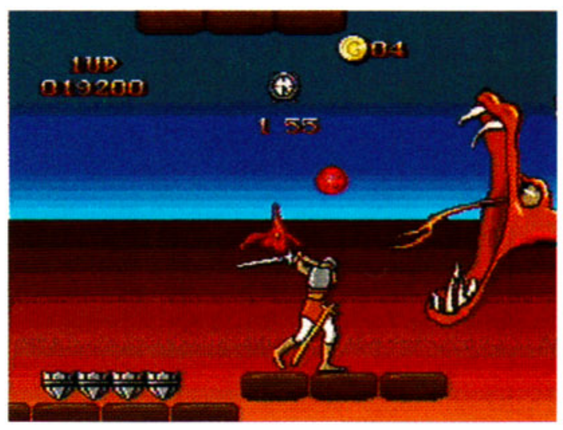
It's dusk. The moon is just coming into view behind Mordroc's Castle. An owl hoots. In the foreground, a dark figure emerges stealthily from the undergrowth, lifts his visor and gazes earnestly at the grimy walls towering before him. It's Dirk the Daring, who's come to rescue his beloved Princess Daphne from the clutches of Singe the dragon.



Once inside the castle, Dirk's progress around the game's 24 levels is charted on this map. Dirk can return at will to locations he's already visited to collect bonuses and things.

SNAKES AND LADDERS

Get back, varmint! These orange stripy snake things pop up out of the ground and hiss at you while rolling their eyes hideously. They're easy enough to dispatch, but it might be wise to avoid annoying them *too* much, because, er...



...here's Mrs Orange Stripy Snake Thing! This big mother (quite literally) of snakes is the first guardian, and is virtually impossible to get past. You'll need the hottest weapons available and all your wits about you if you're even going to make a dent in her.

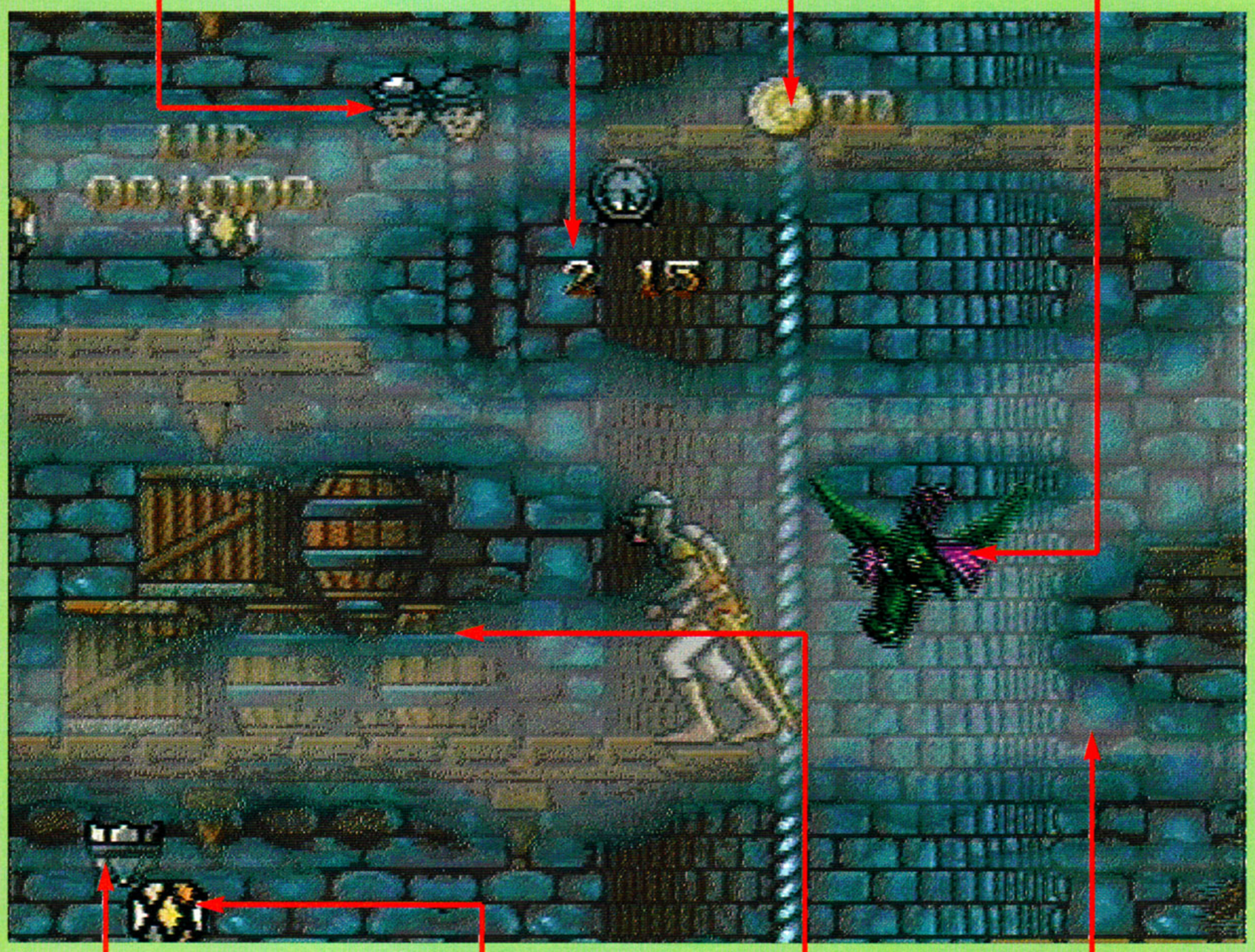
THINGS FOR DIRK TO GET THE JOB DONE WITH

You get two spare Dirks to play with. Collect hearts for more.

Each level's got a time limit.

Collect 25 gold coins and you'll be able to have a crack at the bonus level. Not doing too well so far, are we?

This is the 'baiter dragon', which materialises if Dirk hangs around the same spot for too long. Projectiles have little effect on it, so use your sword.



These work like the candles in *Castlevania* – whack them to reveal goodies.

If Dirk had any energy left, there'd be some shields down here. He gets more shields per life on easier difficulty levels (if you see what we mean).

Barrels are extremely useful. You can hop onto them and you can, erm, hop off them again.

Some atmospheric dry ice.

GOING THROUGH THE MOTIONS

Dirk's quite a mover...

He can run.

He can jump.

He can climb ropes.

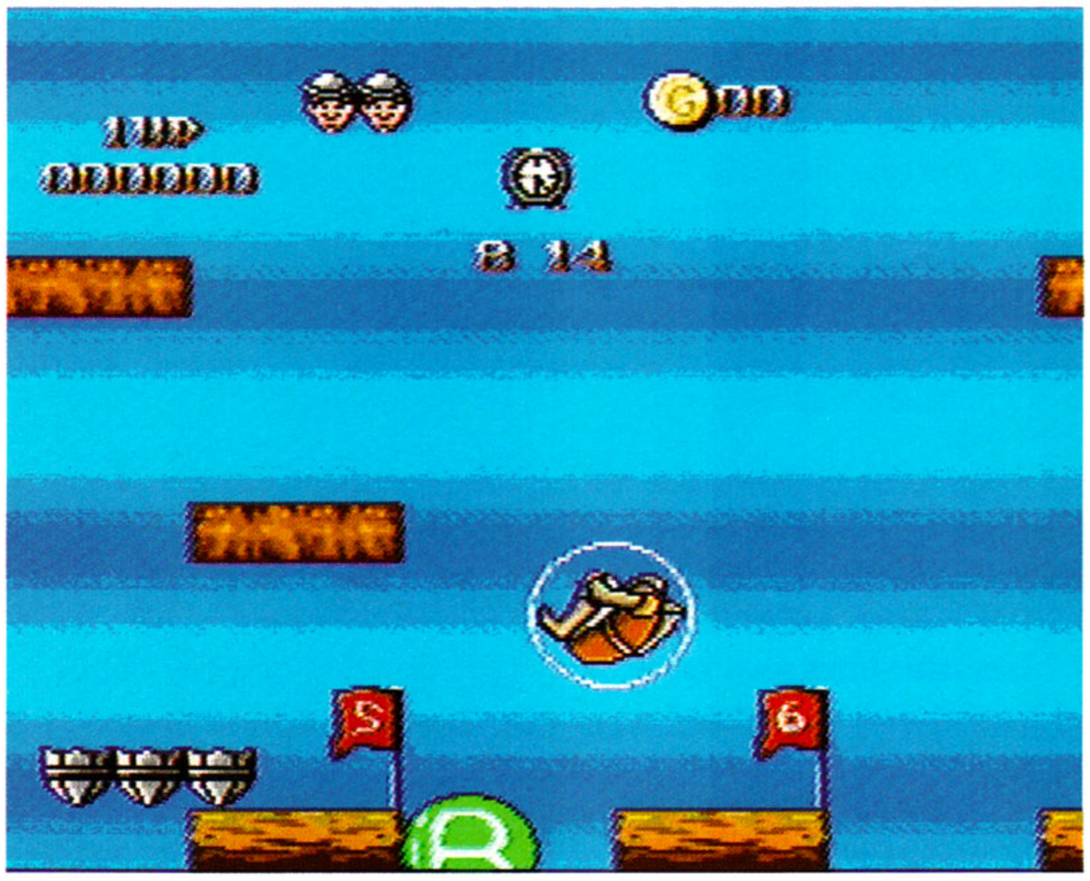
He can swim.

He can swing a sword.

He can throw axes/knives/shurikens.

And he can, er, get killed.

WHO GOES THERE?



Most platform games feature some sort of password system to save you from having to repeatedly play earlier levels, and Dragon's Lair is no exception. It just goes about it in a rather 'different' way. After killing each of the five end-of-level guardians you're given a code. Fine, but to re-enter these codes there's a seperate level where you've got to use Dirk to push balls around, slotting them into holes at the bottom of the screen. And you've got to do it underwater. Within a time limit. Now, this is extremely difficult, infuriatingly difficult in fact, and unless you've become pretty proficient at guiding Dirk about – by playing through those early levels a few times – you're unlikely to get very far with it. That's what Elite are hoping, anyway – their intention being to ensure you play the game 'properly' rather than nick codes from other people.

Some particularly tough levels place Dirk behind a wall with a few holes in it. This means that for much of the time you can't actually see where Dirk is, or whether his next jump will land him on terra firma or send him sailing into oblivion. Tough stuff, uh?

In the deeper, darker, smellier regions of Mordroc's Castle, which daylight dare not penetrate, Dirk has to use a flickering lantern to find his way around. It envokes a very peaceful feeling. (Until you get jumped by three dragons, a snake and a bat.)

Collecting 25 coins gives you a chance to have a crack at the bonus level, where you'll be able to pick up extra lives and weapons. First, though, you'll have to do something about the rather limited time you're given to play with.

(So where's the picture? Um... well, we didn't manage to collect 25 coins.)

SUPER PLAY CHALLENGE!
Can you find the secret exit on Level 1?

GOOD, BAD OR UGLY?

I know you're not supposed to label people, but where *Dragon's Lair* (the original) is concerned it's difficult not to. Say, for example, you ran off one set of sticky labels saying 'I reckon *Dragon's Lair* is fab', and another set saying 'It looks terrific, but where's the gameplay?'. You'd only have to stand next to a *Dragon's Lair* arcade machine, listening to people's comments, to work how which label to stick on whom. You'd probably need at least 400,000 'Fab' stickers – that's how many copies of the game Elite claim to have sold on home computer formats. But the chances are you run out of the 'Where's the gameplay' ones a lot quicker.

So it came as quite a relief to discover that *Dragon's Lair* (the Super Nintendo cart) bears little relation to *Dragon's Lair* (the original). In fact it's based more closely on the NES version of the game which, in turn, was clearly inspired by *Mario* and *Castlevania*. That makes it a straightforward platform game that'll appeal to straightforward platform game fans.

What you do, basically, is jump around, climb ropes, ride on lifts and kill baddies. Surprises are few and far between – there's a nifty weight/see-saw bit on Level 1, and the fact that Dirk can climb flagpoles may be significant. Oh, and you might be pleasantly surprised when Dirk falls into the water and floats along in little bubble. (Damn. Sorry, I've gone and ruined it for you.) It might sound tediously similar to the sort of thing you've played milions of times before, but *Dragon's Lair* has been so well designed and programmed that it's actually brilliant fun. It's also extremely more-ish.

Actually, that stuff I said about the game not bearing any relation to the original isn't absolutely true. In fact, the Super NES Dirk captures the appearance and 'feel' of the coin-operated Dirk suprisingly convincingly – the programmers have been quite clever in adapting a fully animated character to the confines of a standard side-view, walking-around sprite. The way he moves isn't too smooth, and he walks upstairs rather oddly, but he looks the part. That's the main thing. The same goes for the rest of the graphics (apart from the walking upstairs bit).

The only criticism I can think of is that the game is miles too hard – for me at least. I'm not exactly sure why – it seems to be a combination of several factors. For a start, it's not easy hitting things with your sword – they've got to be in just the right place, and you can't hit them at all when they're behind you, despite being able to swing your sword behind your head. Then there's the limited number of hits you can take before dying, even on easy settings. There's the resilience of the end-of-level guardians, which take loads of punishment. There's the complete absence of continues. Things like that.

But *Dragon's Lair* isn't difficult in an unfair, frustrating way. It's just plain difficult, and has clearly been designed that way (and if anyone says otherwise they're showing off). This isn't a game you'll be able to romp through on your first go, and even if you eventually succeed in notching up a password you'll have a real job entering it in again. Cynics might suggest that all this extreme toughness is an attempt to disguise the game's lack of stature. (It's miniscule compared to *Super Mario World*, with just 24 tiny levels, although quite impressive for a 4 meg game.) But you can be assured that there are no cynics in this office.

So where does that leave us? Well, apart from a few reservations concerning the game's size, a warning about its unsuitability for people still struggling with *Mario* and *Castlevania*, and a faint question mark over your collection's need for yet another Super Nintendo platform game, this is a cart that ought to be well up on your Christmas list. And all this from a game that's – yes! – getting a release in this country before the US or Japan too.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
82%	85%	81%
GAMELIFE	OVERALL SCORE:	
83%	82%	

VERDICT: If you don't mind the dissimilarities with *Dragon's Lair* proper, the... the... sadistic (there's no other word for it) difficulty level and the teethmarks that are more than likely to appear on your joypad as a result, this polished and wonderfully playable platform game can be highly recommended. (And it's British, too.)

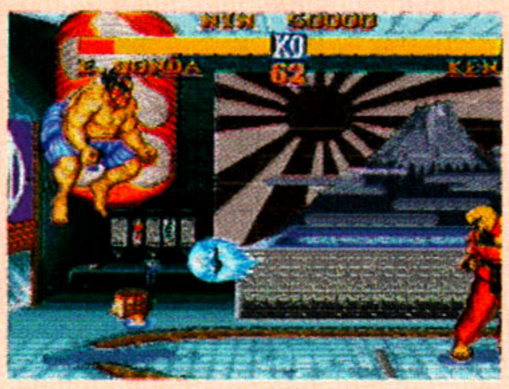
STREET FIGHTER II

The official UK version of the ultimate beat-'em-up is here at last! It's been number one in Japan and the States since its release, and now looks set to achieve something similar over here. A new wave of *Street Fighter* fever is on its way...

UK Release

Game: Street Fighter II
Publisher: Capcom
Developer: Capcom in-house
Price: £64.99
Release: 17 October
Players: 1 or 2
Cart ROM: 16 Mbit

No, his isn't the *Champion Edition* character vs character trick. Turn to page 54 to learn how to match Ryu against himself!



Old Edmund Honda isn't the swiftest of characters, so he'll have trouble avoiding this slow fireball from nimble Ken.

Chun Li's stage includes two cyclists and no slow-down. Perhaps the programmers were trying to show off!

Zangief's stage with three-layer scrolling has been perfectly preserved, along with the scaling floor.

The extremely powerful Guile gets caught out by one of Honda's lethal kicks. Watch those background characters – some of them are hilarious!

Another beautifully presented background that proves to be a bit of a distraction – try to avoid admiring the view, or you'll get thrashed!

Ken and Ryu – a classic match. Although they are evenly matched, Ken's double throw can give him the advantage. Both characters can block fireballs easily when on guard.

Dhalsim's extending limbs catch Ryu off-guard. The Yoga Master from India also likes to play with fire – his breath can be lethal at certain times, so get ready to avoid those flames.

GOOD, BAD OR UGLY?

I've got a confession to make. *Street Fighter II* never tempted me as a coin-op because a) I'd always thought beat-'em-ups were boring and b) it looked so complicated that I *knew* I'd be completely crap at it. How times change, eh? I'm totally in love with this game. I defy anyone to not get hooked – this isn't just spectacular technically, it's also incredibly addictive once you get to grips with it.

Truth be told, when I first played the import *Street Fighter II* in June, I wasn't impressed – it had lost some of that all-important arcade look, even on one of our full-screen imported SCART machines. On UK PAL systems the actual playing area on the screen is even narrower!

But as you start to play the game, this ceases to matter. Most people won't notice the borders when they realise what a tremendous conversion of the coin-op this is. The graphics are the best drawn and most stylish on the system, the way the floor scales in perspective is great. And then there's the playability, which is perfectly brought over – no easy task considering its complexity. The initially daunting array of buttons and character moves allows for a depth never experienced in a beat-'em-up before.

Faults? Well, as a one-player game it's superb, but inevitably has its limits – it's the two-player game that makes it so great, even trouncing *Super Tennis* for laughs and general lasting interest. With the inclusion of the *Champion Edition*'s Character vs Character select (see Player's Guide this issue) and the extra options, I would even go so far to say that this is actually better than the coin-op. For once, believe the hype!

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
96%	88%	94%
GAMELIFE	OVERALL SCORE:	94%
93%		

VERDICT: Shop around for *Street Fighter II* – it may become one of the world's biggest selling games, but the UK price of £65.00 is madness when importers are selling the US and Japanese versions for around £45.00. Watch our news pages next issue for any changes. Basically, this game is fab.

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AVAILABLE NOW!

For reasons best known to Nintendo, the release of SNES games to British retailers has got off to rather a slow start. In fact, up until very recently, if you walked into your local branch of Smith's you'd have been lucky to find five games for your system. That's one reason the grey import market has taken off in such a big way, and why we intend to bring you up-to-the-minute news and reviews of games as they're released in the US and Japan, rather than waiting (possibly months) for them to appear on sale here in the UK.

But grey imports aren't everyone's cup of tea, and if you don't feel an overwhelming need to stay ahead of the crowd, it's now possible to pick up some of the best Super Nintendo games money can buy on general UK release. What's more, the situation looks set to improve dramatically over the next few months – we've seen most publisher's schedules for the next six or so and, believe us, you ain't seen nothing yet. We'll be doing everything we can to support the official release market. That means making sure you get a full review of every game released in the UK, as it's released, here in *Super Play*.

To kick off though, over the next few pages you'll find reviews of every game that's currently available in the shops, from the very latest to ones that have been knocking around since day one.

● All reviews by Jonathan Davies.

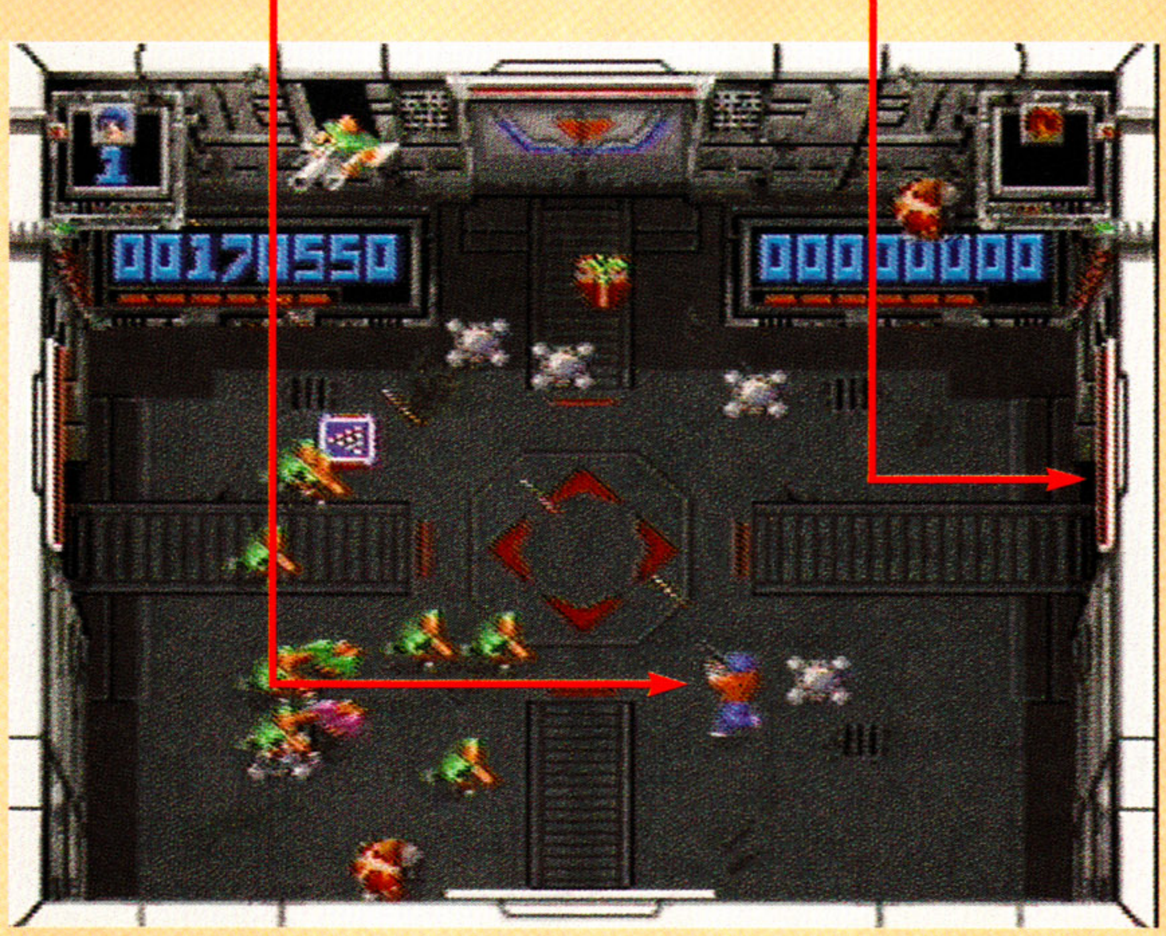
SUPER SMASH TV

UK Release

Game: Super Smash TV
Publisher: Acclaim
Price: Approx. £44.99
Cart ROM: 8 Mbit

Meet Keith (or whatever he's called), the chap you control. He's got an unusually swivelly pelvis and can shoot and run in two different directions... at the same time!

Baddies emerge without any warning from these doors all around the arena, so to avoid getting splattered don't hang around them too much.



UH OH!

Here's Mutoid Man, possibly the toughest end-of-level boss you'll ever meet. Even with two players and all the extra weapons you can muster he'll reduce your thumb to a throbbing, bloody pulp before he gives in. And, just when you think you've beaten him, he grows an extra head! Don't waste ordinary bullets on him - they won't even scratch his paintwork.

PHEW!

Now it's time to tot up those toasters and see who wins the big prize of the car. In two-player mode this is more a game of co-operation than competition. Basically you both want to get as far as possible, so it makes more sense to share out the weapons fairly. And in case you were wondering: no, you can't shoot each other.

GOOD, BAD OR UGLY?

It's 1999, and *Every Second Counts* has been replaced by a new, even more deadly form of game show called *Smash TV*. Its participants get thrown into arenas teaming with killer 'robots' (not people) and have to shoot their way out to stay alive. Clear one arena and then choose which one you'll tackle next by exiting via the appropriate door. It's fast, relentlessly bloodthirsty and best with two players.

Scything your way through screen after screen of mindless 'robots' might not sound all that promising a basis for a game. (Well, it does, obviously, but not an entire game.) But, incredibly enough, *Super Smash TV* is one of the most playable games ever. You can almost smell the burning flesh (sorry, er, metal) as your bullets rip the 'robots' apart, and you'll cheer each time you clear a path through another group of the wretched... (Sorry, got carried away for a moment.) What I'm trying to say is that while shooting one robot isn't in itself all that much fun, shooting them in the sort of numbers *Super Smash TV* throws at you is very fulfilling indeed. And each time they finally grind you down and your last continue goes up in smoke, you'll vow to return and teach them a lesson they'll never forget...

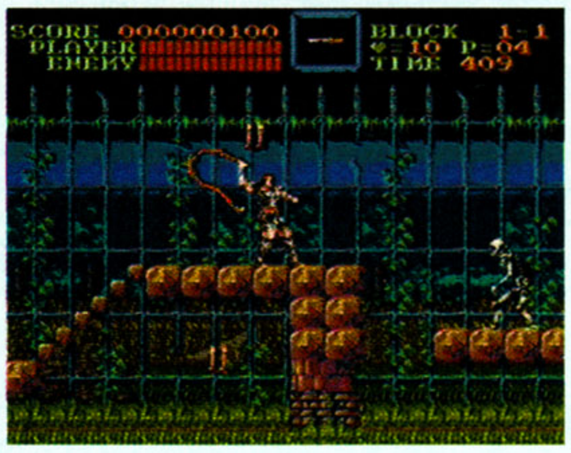
GRAPHICS	SOUND	GAMEPLAY
75%	80%	89%
GAMELIFE	OVERALL SCORE:	84%
82%		

THE VERDICT: Not for the squeamish, or those who like to put a bit of thought into their shooting. Be warned, though: it can eventually get monotonous, and the bosses are unreasonably tough.

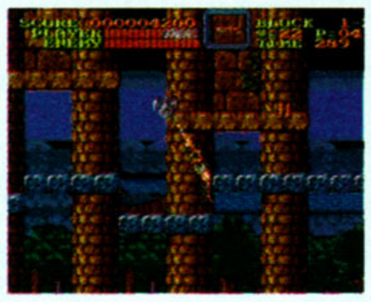
SUPER CASTLEVANIA IV

UK Release

Game: Super Castlevania IV
Publisher: Konami
Price: £44.99
Cart ROM: 8 Mbit



Get back, horrible skeleton! Simon's main line of defence (our hero's called Simon, incidentally – sorry) is his big whip – very Indiana Jones (I bet *he* wishes he had a gun!). It also comes in handy for swinging on to get yourself out of particularly sticky situations.



And... yes... here he is, swinging on that trusty whip, having wrapped it round a convenient protuberance.

Watch out for these gun things which crop up all over the place. If you spot one, kill it quick.

Whip these candles on your travels to reveal all sorts of goodies to help you on your way – extra weapons, energy and, well, all kinds of things that could come in handy. (But don't let them distract you from your main purpose, which is killing skeletons and things...)

GOOD, BAD OR UGLY?

If you took all the platforms out of all the Super Nintendo platform games and laid them end to end they'd reach all the way to the moon – and back! Top quality platform games are one thing the machine isn't short of (no Napoleonic war games, thank goodness) and *Castlevania IV* is one of the best.

As the name suggests, this game is but the most recent in a whole series of vampire-hunting *Castlevania* games that have been a great success across the whole Nintendo range, and it's dead popular. The reasons why are pretty obvious: atmospheric graphics, probably the moodiest music ever, a novel whip thingy that comes in handy, plenty of variety in the gameplay and loads of levels. However, I have a few problems with it. It's slow-paced, to start with – worse, it starts off incredibly dull and slowly gets better the further you get. So if you're not exactly the world's top joypad wizard, and take a bit of time reaching the later levels of a game, you may not like it at all.

Still, if you enjoyed *Super Mario World*, and you're looking for a further outlet for your platform-leaping skills, this should be on your list. Just remember, the people who'll get most out of it are the really committed gamers.

GRAPHICS	SOUND	GAMEPLAY
87%	94%	90%
GAMELIFE	OVERALL SCORE:	
92%		91%

THE VERDICT: Might look pretty run-of-the-mill, but those who take the trouble to really delve into it will discover some of the best graphics, sound and gameplay the SNES has to offer.

JOE AND MAC

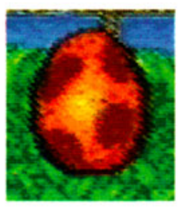
Pterodactyls, cavemen, eggs... they all want to be given the same treatment – a good clubbing. Don't lose sight of your overall goal, though: walking from left to right.

Joe falls for the old 'Why's this rock moving – yikes, it's not a rock at all', gag. You'd have thought he would have noticed, it's big enough.

It's not just lizards that were bigger in those days, as this monster plant shows – haven't we seen that particular variety somewhere before?

UK Release

Game: Joe and Mac
Publisher: Elite
Price: £49.99
Cart ROM: 8 Mbit



Crack open these eggs to reveal add-on weapons (like boomerangs and things), which are sure to come in super-useful.

GOOD, BAD OR UGLY?

Unfortunately, I haven't got a run-down of *Joe and Mac*'s plot to hand, but it probably goes something like this: 'Oh no. All the women in Joe and Mac's stone-age settlement have been kidnapped by somebody. It's up to Joe and Mac (or just Joe if Player 2's busy doing something else) to rescue them by running along bashing dinosaurs with clubs.' And why do I say this? Well, could it be because all the game essentially appears to involve is running along bashing dinosaurs with clubs? At the end of each level a girl runs onto the screen and gives Joe (or Mac) a big hug, but that's hardly enough to qualify as a genuine gameplay element.

Investigating a bit further, we actually find that this is a coin-op conversion, and one that's pretty true to the original. The snag is that there isn't a lot to hold your interest. There are some amusing sound effects, and the graphics are bright and cheerful (although not terribly well animated), but the appeal starts to flag after a few minutes. The collision detection is annoying as well, tending to give baddies the benefit of the doubt in any clash of heads. I'm afraid this, coupled with the awkward controls, soon saw me adopting a 'couldn't care less' attitude towards the game.

GRAPHICS	SOUND	GAMEPLAY
75%	75%	70%
GAMELIFE	OVERALL SCORE:	
65%		72%

THE VERDICT: Hardly the slickest of platform games, but one of the more lively and colourful. The gameplay isn't likely to appeal to the serious player, though.

KRUSTY'S SUPER FUN-HOUSE

UK Release

Game: Krusty's Super Fun-House
Publisher: Acclaim
Price: £44.99
Cart ROM: 4 Mbit

Krusty enters each level through a door. (That's the big, wooden thing behind him.) And it won't open again until he's killed every rat on the level by leading them into the squashers.

Right, there are the rats, there's the rat squasher. The question is, how to get them into It. (Clue: you'll need to find a block from somewhere.) I can't wait to try rat pie, yummy!

Keep an eye out for deadly snakes - Krusty's only got a limited amount of life-force at his disposal. As it runs out, his expression will change accordingly.

GOOD, BAD OR UGLY?

If you've never watched *The Simpsons* on TV, I'd better explain that *Krusty the Clown* is sort of Bart Simpson's hero (Bart Simpson being the programme's main character) and the owner of the fun house alluded to in the game's title.

Unfortunately, for the purposes of the game at least, the fun house has been overrun by a plague of rats and Krusty's got to kill them all by luring them into rat-squashers. Cruel? Maybe, but after the first two or three hundred you won't even bat an eyelid.

To be honest, there's little in the way of blood and guts on view here – the rats demise is achieved in a puzzley kind of way by Krusty carrying blocks and pieces of pipe around, and positioning them so as to generally point the rats in the right direction to be killed, so it's a bit like *Lemmings* in reverse. There are loads of levels to get through which get steadily harder, clear graphics, suitable spot effects, secret rooms, baddies to throw custard pies at... everything you could hope for, basically. And to cap it all, it's actually pretty good fun to play, although perhaps more of a Younger Player-orientated game than anything else. Not one to set your heart on fire, but a good solid game nevertheless.

GRAPHICS	SOUND	GAMEPLAY
80%	74%	85%
GAMELIFE	OVERALL SCORE:	
75%		79%

THE VERDICT: Quite compulsive in a *Lemmingsy* sort of way. Little brothers and sisters are likely to enjoy it.

F-ZERO

The open road, eh? (Whoever did these screen shots obviously knew they weren't going to have to write the captions for them.) That squiggly thing at the bottom is a map.

UK Release

Game: F-Zero
Publisher: Nintendo
Price: £39.99
Cart ROM: 4 Mbit

Now this is interesting! Take a detour into this special lane and you'll get a recharge from that big grey thing at the top of the screen. (You loose energy by crashing, obviously.)

To begin with, jumps may appear to provide no more than a little break from the run-of-the-mill driving. Soon, though, they'll make the difference between life or death. Here our driver is having to make a flying leap to clear this gap in the road. If he hasn't built up enough speed he's dead. But that's not all. Later on you'll find jumps that'll take you into whole new areas of the track – handy for short-cuts.

GOOD, BAD OR UGLY?

The big problem with driving games on a normal console is that they have to spend a large part of their time making sure that the road moves convincingly towards you. Not so with the Super Nintendo – all it has to do is tell the machine what the road looks like and which direction it ought to be moving in, whack the thing into Mode 7 and the hardware does the rest.

This has three consequences. First, the game will have plenty of spare processor time on its hands for throwing extra bits and pieces at you. Second, the courses won't have much in the way of hills or trackside features, as Mode 7 can only spin and scroll flat objects. And third, the game will move outrageously quickly and smoothly.

The second and third points certainly apply to *F-Zero* – it's decidedly flat-looking, but moves at twice the speed of light and is a great showcase for the machine. Sadly, however, the first point seems to have been quietly overlooked by the game's programmers. Aside from the futuristic hover cars you race against, and some rather nifty jumps that'll take you to other sections of the track if you hit them right, there isn't a great deal to the gameplay, and the game consequently feels slightly empty. That's not to say it's no good, though. In fact *F-Zero* can be great fun to play and remains, apart perhaps from *Top Gear*, the only official SNES racing game genuinely worth considering.

GRAPHICS	SOUND
87%	70%
GAMEPLAY	GAMELIFE
84%	87%

THE VERDICT: Fast, furious, frantic, fun – and if not quite up there with *Super Mario Kart*, great all the same. Buy it.

OVERALL SCORE: 86%

PILOTWINGS

UK Release

Game: Pilotwings
Publisher: Nintendo
Price: £39.99
Cart ROM: 4 Mbit

Come on, where's the fire button? This is boring!

CURRICULUM
Fly through the 3 rings- land on target. Lose points for landing early.
START THE GAME (START BUTTON)
MANEUVERS (A BUTTON)
SCORING (B BUTTON)

At each stage, an instructor talks you through what needs to be done on your mission.

If you thought that parachuting was simply a case of hanging in there and hoping for the best, think again. Hitting that target dead centre is very, very difficult indeed, and painful if you miss. Ho hum... maybe I'll just keep hanging around – the view from up here is rather pleasant.

This is a helicopter, believe it or not – the one you'll be flying if you manage to reach the two secret missions much later on in the game. The good news is that it's here that you finally get to shoot things.

GOOD, BAD OR UGLY?

There's nothing quite like the rush of wind against the cheeks as one falls, unhindered, towards the ground at 190 mph. Or, indeed, the thump of turf against the forehead as one strikes the aforementioned ground, again at 190 mph, having forgotten to open one's parachute. That's what *Pilotwings* is all about. It's also about realising that the runway is about to run out just before one's aircraft comes to a halt. And about an endless number of other aerial disasters involving hang-gliders, parachutes, aeroplanes, rocket packs and even – if you've managed to get that far – attack helicopters.

The graphics are breathtakingly smooth and realistic (if rather flat) – the game's selling point. And the flight characteristics of the aircraft, most of which haven't been 'simulated' before on any machine, are effectively captured. The only real downer is the music, which tends to disturb the tranquility of the skies.

Pilotwings certainly isn't the last word in flight simulators, but then it's not trying to be. The mixture of different styles of flying ensure you'll never get bored and the passwords mean you'll never get cross with it. And, apparently, there are even some secret bonus levels if you land your skydiver in the right spots.

GRAPHICS	SOUND	GAMEPLAY
91%	60%	93%
GAMELIFE	OVERALL SCORE:	92%
92%		

THE VERDICT: This is a truly original game and a thoroughly good buy. It's got all the qualities to keep you playing – and looks good enough to convert just about anybody to SNES-dom.

SIM CITY

Cities are built up from lots of little blocks, a bit like Lego bricks (only more expensive). You've got to site everything carefully – you don't want a power station next to your house!

1901 FISCAL BUDGET
TAX RATE 2%
Amount Requested
Amount Allocated
Funding Level
Trans.Fund $ 32 $ 32 100%
Police Fund $ 0 $ 0 100%
Fire Fund $ 0 $ 0 100%
Previous Funds $ 14811
Taxes Collected + $ 89
Special Income + $ 0
City Expenditures - $ 32
Current Funds $ 14868
Go With Figures

Yuck! Everyone but the really dedicated enthusiast will probably ignore this budget screen, which pops up at the end of each financial year.

Toot Toot! Bang in a naval port in your city and you'll automatically attract ships to the area, which can only be good for business.

UK Release

Game: Sim City
Publisher: Maxis/Nintendo
Price: £39.99
Cart ROM: 4 Mbit + BB

This little chap is your advisor – he'll update you on your progress throughout the game, and help you out when you get stuck.

GOOD, BAD OR UGLY?

The idea of a city simulation might sound about as exciting as, um... a paperclip. But believe it or not – and if you've played it, you'll believe it – a quick game of *Sim City* can easily turn into a protracted midnight oil burning session. It's so addictive it probably ought to be illegal, but the reasons why are less than obvious.

Given a nicely terraformed piece of landscape, your job is to populate it with little people called 'sims' by providing them with houses, offices and factories, etc. They'll also need electricity and roads, and you'll have to keep an eye on pollution and crime levels. All this costs money, which has to be raised by taxation – but don't set the taxes too high or no one will want to live in your city. Simple, eh?

That paperclip's probably sounding more and more appealing by this point, especially in the light of the game's 'functional' graphics and presentation – but this is one of the world's great games. Admittedly, it's not for everyone, but if you even suspect you might find the idea intriguing, chances are you'll love it. Certainly, I find that once you've started building a city it's virtually impossible to stop, and if it all goes horribly wrong you're left with no option but to try again with another one.

GRAPHICS	SOUND	GAMEPLAY
75%	80%	89%
GAMELIFE	OVERALL SCORE:	84%
82%		

THE VERDICT: This probably isn't the most technically accomplished game around, but it's definitely the one that'll keep you from going to bed for longest. Surprisingly user-friendly too.

SUPER R-TYPE

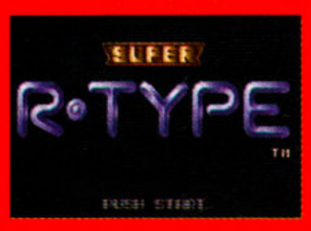
UK Release

Game: Super R-Type
Publisher: Irem
Price: £39.99
Cart ROM: 8 Mbit

R-Type is renowned for its huge baddies, and that's what we're looking at here. Big, isn't it? It's also bristling with guns, and guarded jealously by squadrons of spaceships. Luckily our ship's up to the job, with its unique cannon that gets more powerful the longer you hold down the fire button (another feature unique to *R-Type*). But are you? (Up to the job, that is.) Only time will tell...

There's rather a lot going on here, isn't there? Where does one start describing it all? The rocks? The spaceships? The deadly... oops, run out of space.

GOOD, BAD OR UGLY?



R-Type (the coin-op) is as old as the hills, and was one of the first shoot-'em-ups to feature huge baddies and ridiculously over-the-top power-ups. *R-Type* (the Super NES game) is, however, completely different – it's actually a conversion of *R-Type II*, only with a level missed out and a new one stuck in at the beginning.

And now the bad news – not only is it a different game, it's also a less-than-perfect conversion. For a start, it slows down badly when there's a lot happening on the screen, particularly when you've built up a decent arsenal of add-ons. Then there's the jerky scrolling, which doesn't do the game any favours. But worst of all is the lack of restart points. Any shoot-'em-up worth its salt ought to either give you lots of restart points or leave you where you are when you're reincarnated.

Still, this is actually a pretty good game. It retains a lot of the traditional *R-Type* strengths – it not only looks great (when it's not moving, at least), there's also plenty of variety in the types of foe you'll encounter and the techniques needed to dispatch them. This isn't just a flying-along-with-your-thumb-on-fire sort of a game. A disappointment, then, but not a complete disaster. Think about it.

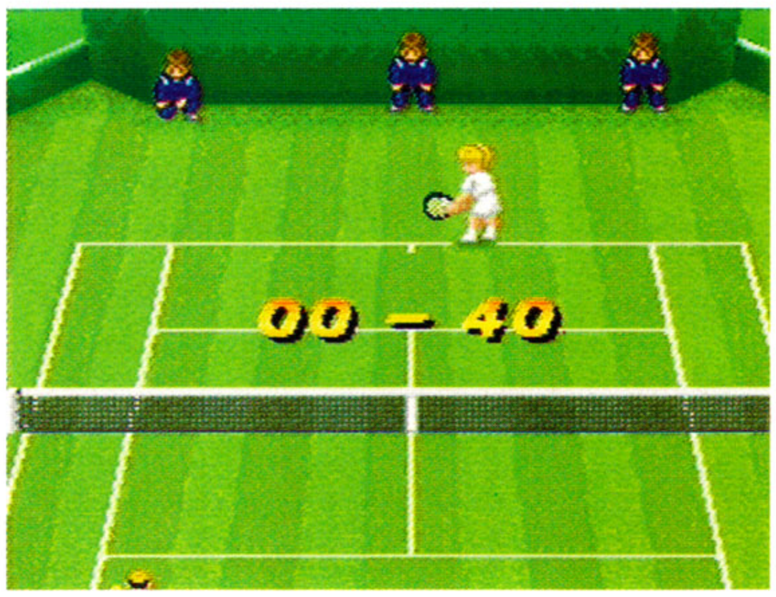
GRAPHICS	SOUND	GAMEPLAY
83%	64%	68%
GAMELIFE	OVERALL SCORE:	
77%	72%	

THE VERDICT: A great-looking and very challenging shooter that's let down a little on the technical side.

SUPER TENNIS

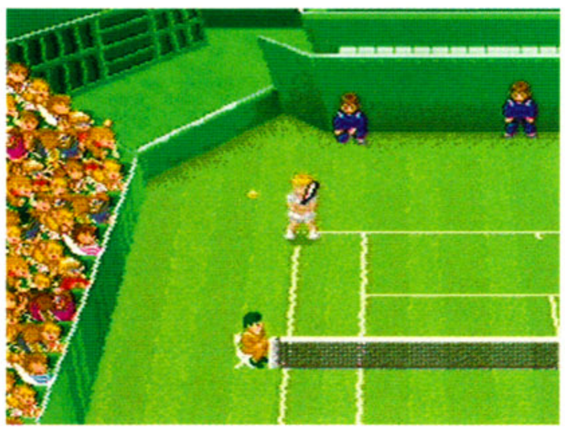
UK Release

Game: Super Tennis
Publisher: Nintendo
Price: £39.99
Cart ROM: 4 Mbit



We're love - 40 up, and the whole match is hanging on this next vital point. We'll just suavely tap this one over the net and head back to the pavilion for some ludicrously expensive celebratory strawberries and cream, eh? (*Actually that's not true at all. We're love - 40 down, and losing horribly - Ed.*) Aw, they weren't to know that.

The service is one area where *Super Tennis* excels. Check out our comprehensive playing guide in this issue for further details.



What are the crowd looking at? Our man is temporarily distracted, and the ball flies by.

GOOD, BAD OR UGLY?

With Wimbledon receding into the distance faster than a Goran Ivanisevic smash, the last thing most people will be thinking about now is purchasing a tennis game. That's a shame, because where tennis games are concerned the Super Nintendo is particularly well 'served'. (*Just watch it – Ed.*) *Super Tennis* is quite simply *the* best tennis game on any machine, and it's hard to see how it could be bettered.

It's not just the 3D court that spins round when the players change ends that marks this one out as a bit of all right. Nor is it the intro sequence, which takes a ball's-eye view of the action. And the fact that just about every button on the joypad performs a different 'move' is merely by the by. Nope, what makes *Super Tennis* the number one seed of tennis games is the way that you believe you're playing tennis – for real. During one memorable game of doubles, I apologised out loud to my partner – Gabriella Sabatini – for being so useless. (She said it was okay, luckily.)

Except for the removal of the biliously 'cute' players, it's hard to see how this could be improved. It surpasses even *Match Point* on the Spectrum.

GRAPHICS	SOUND
80%	80%
GAMEPLAY	GAMELIFE
94%	93%

THE VERDICT: Quite simply the best tennis game ever, and an essential addition to any self-respecting collection.

OVERALL SCORE: 92%

THE ADDAMS FAMILY

The game centres around this hall, the first room you'll arrive at. Those doors lead off to all sorts of spooky places, so beware...

Here's the music room, complete with a piano-playing Lurch and oversized portraits of the family. Enough to put you off your music practice.

Granny's got herself trapped in the stove! To rescue her, you'll first have to turn the stove off by dodging all those mad cooks to find the switch. Then head on in there – it's still pretty hot, mind, and crawling with baddies. (Puff, pant! This has got to be the caption to end all captions, eh? It's massive!) *The Addams Family* cleverly combines puzzle solving with platform jumping, although the emphasis is heavily on the action side. (Gasp! Somebody phone Norris McWhirter!) There are plenty of 'secret features' too, something you'd normally only find in Japanese games. (Whew!)

UK Release

Game: The Addams Family
Publisher: Ocean
Price: £44.99
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

'They're...' (*Snip!* – *Ed.*) We all watched *The Addams Family* when it was on telly all those years ago (or, failing that, more recently in its fashionable 6 o'clock slot on BBC2), and quite a few of us have probably seen the severely average film too. Well, now here's the opportunity to play the game.

Your task, as the dapper bloke with the moustache and suit – you remember the one – is to rescue the rest of your family who've been trapped in different parts of the house. It's in a similar vein to the *Mario* games (you run along jumping on baddies, leaping onto platforms, plummeting down ravines, swearing blind you won't make the same mistake next time, doing it anyway, getting really cross...), only with bigger, brighter graphics, smart parallax backgrounds, scary music, but not quite the same addictive hook. I dunno. Maybe it's because the layout of the game is more 'freestyle' than *Mario* – rather than trying to advance each time you play it, you can go just about anywhere you like instead. It's also difficult – really, incredibly difficult. It's true that once you've struggled through the first few sections it does ease off a little, but on the whole this is Hard. *Mario World*, on the other hand, is simply Big.

But let's not get too depressed, eh? This is without a doubt one of the best-looking and most imaginative SNES titles, and one with plenty to get your teeth into. Just make sure you know what you're letting yourself in for, that's all.

GRAPHICS	SOUND
86%	80%
GAMEPLAY	GAMELIFE
71%	79%

THE VERDICT: This one's really hard, but really imaginative and lots of fun.

OVERALL SCORE: 82%

SUPER SOCCER

The numbers at the top of the screen, in case you're wondering, indicate which of the players are currently under your control. (They're generally the three nearest the ball.)

The tactics screen. Er, how about 2-3-5? Or maybe 4-4-2? Or how about 3-5-2? Or possibly 4-3-3? The options are limitless... Decisions, eh?

Corner! Usefully, you can choose the direction of a corner kick by moving that dotted line. Uselessly, however, you can't see what's happening around the goal.

UK Release

Game: Super Soccer
Publisher: Nintendo
Price: £39.99
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

Football games are highly subjective, and emotions surrounding them run high. Giving one a rave review has the same effect as standing in a room full of assorted football supporters and shouting 'Bolton Wanderers are tops!' Some of those present will heartily agree, while the rest will rapidly reduce your coiffure to a tangled mop.

But that's not the reason *Super Soccer* gets a safe, rather than ecstatic, rating from us. It's actually a very odd game. There's no denying the sex appeal of the 3D pitch which scrolls around to follow the ball. The controls are intuitive, allowing you to perform a variety of impressive-looking moves merely by gesticulating hopefully with the joypad. And the knockabout gameplay is a clear winner, especially with two players. No, what lets everything down are the rules, and the fact that players seem to ice-skate around the pitch rather than run. The music's totally inappropriate too. Oh, well.

Still, *Super Soccer* is easily the best Super Nintendo footy game around (actually, officially speaking, it's the only one) and is more than adequate in most respects. However, the fact remains that we're still waiting for the definitive SNES football game.

GRAPHICS	SOUND	GAMEPLAY
80%	72%	81%
GAMELIFE	OVERALL SCORE:	83%
90%		

THE VERDICT: A strange game, the rules don't help and the music wouldn't get past even Eurovision judges, but as it stands it's the best of its kind around at the moment, and jolly good fun.

SUPER WWF

UK Release

Game: Super WWF
Publisher: Acclaim
Price: £44.99
Cart ROM: 8 Mbit

'Aargh! My leg!' As Jake and Animal squabble over the TV remote control, the referee is struck down by a peanut viciously thrown from the audience. (Erm, or something.)

'If you don't give me back my shirt, I'll jump!' Land on your opponent from up here and he's for it.

'Look, I'm a bit cheesed off with all this. Shall we go and get a burger?' 'Yeah, all right.'

GOOD, BAD OR UGLY?

Wrestlers, eh? Don'tcha love 'em? We're all firm Undertaker fans here in the office, so I, for one, was delighted to be given the opportunity to take our hero and his chums for a spin on the SNES.

And they look great! The graphics are absolutely spot-on. You'll be able to see from the pictures how convincingly wrestler-like the figures look – what you won't be able to appreciate is how well it all moves, so let me tell you now, the animation is really first class. There are loads of moves, ranging from simple punches and kicks to climbing up on the ropes and jumping down onto your opponent, and they're all depicted perfectly. You can even climb out of the ring and have a bit of a tussle on the floor if you want.

All this does have its downside. It seems that the elaborate graphics didn't leave enough room in the cart for obvious necessities like a tournament mode (you're restricted to one-off matches), special moves for the individual characters (they all have exactly the same capabilities) or chairs and things to throw around. So it starts to get boring pretty quickly. And to add salt to its wounds, one-player games are too easy, so they're extra specially boring.

GRAPHICS	SOUND	GAMEPLAY
88%	70%	78%
GAMELIFE	OVERALL SCORE:	
69%	74%	

VERDICT: It's really slick, and brilliant fun for a bit, but there's very little game behind the graphics.

UN SQUADRON

UK Release

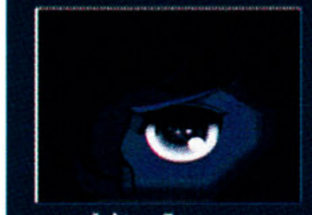
Game: UN Squadron
Publisher: Capcom
Price: £45.00
Cart ROM: 8 Mbit

Left: This is no place for a Cessna! These parallax clouds are so gorgeous that you'll probably end up dying while admiring them.
Right: Your local jet fighter dealer starts his sales pitch. As you progress, your successful missions mean you earn extra money. It's wise to save up for the better planes.

Blasting the trees to bits is extremely satisfying – if not altogether environmentally sound! Dodge that there flame, or you're history!

This submarine is rotated as it shoots almost vertically out of the water – just like the real Royal Navy ones do. (I think.)

GOOD, BAD OR UGLY?



Only just available on official release – though import copies of this and its Japanese twin, *Area 88*, have been knocking around for months – *UN Squadron* stands up very well compared to the current crop of high-profile imported blasters. Based on a popular Japanese manga series called *Area 88* (more on this next issue), *UN Squadron* isn't actually a straight conversion of the coin-op – it's much better. Featuring a choice of three fighter pilots and a myriad of planes and weapons, *UN Squadron* combines the hottest blasting action with enough gameplay and variety to keep rapt even the shortest of attention spans.

The best thing about this is the way it's been structured – how many other shoot-'em-ups give you selectable levels which only become accessible after some progression has been made, a reward for fighting your way through the game that far? We certainly recommend this one – graphically it's a dream from start to finish (slow-down is noticeable, but not a constant problem like it is in *Super R-Type*), the sonics are fair and as a shoot-'em-up packing a huge lasting challenge it can still hold its head up with the best of them.

GRAPHICS	SOUND
86%	82%
GAMEPLAY	GAMELIFE
90%	92%

THE VERDICT: Hardly an easy ride for shoot-'em-up novices, but for experts it's a fabulous and addictive challenge.

OVERALL SCORE: 91%

FINAL FIGHT

UK Release

Game: Final Fight
Publisher: Capcom
Price: £39.99
Cart ROM: 8 Mbit

Biff! Thump! Kerpow! Oo-yah! Ow! Thwack! 'I think I ought to warn you: I used to box for Oxford.'

'Hold still! I'll get that thread for you!' (Haggar manages to find room for humour even in *Final Fight*'s tense atmosphere.)

Pick up handy daggers to chuck at your opponents, or useful implements like pieces of lead piping, by smashing a barrel (or other likely looking objects which appear from time to time).

Here's where that lead piping comes into its own, but, unfortunately, he's got one too, so you've not got much of an advantage.

GOOD, BAD OR UGLY?

Any Super Nintendo beat-'em-up has to live in the shadow of *Street Fighter II*, and so is going to have to struggle to be noticed at all – though, that said, *Street Fighter* only covers one particular species of the genus (if you'll excuse the zoological analogy), and restricts you to fighting one baddy at a time. That leaves the multi-level, getting-piled-on-by-loads-of-people-at-once territory up for grabs. *Final Fight* is pretty much the benchmark as far as this style of beat-'em-up is concerned, and complements *Street Fighter* nicely.

That's fine as far as it goes, though I have to admit to finding scrolling beat-'em-ups pretty tedious on the whole, no matter how varied the scenery is and how many different moves you're able to employ. *Final Fight* is a bit different, though, and held my attention for far longer than I was expecting – the pretty graphics help a lot, and it's a boon being able to pick up metal pipes and beat people about the head with them. What's best, though, is the way you don't find yourself having to beat up the same baddies over and over again – a very common fault with this sort of game. Instead, your opponents vary tremendously, as does the layout of the game's five large levels.

All that's missing – and it's something that might have elevated the game from the status of a 'good buy' to that of a 'must' – is a two-player mode. *Rival Turf*'s got one, to its credit, but *Final Fight* trounces it in every other department.

GRAPHICS	SOUND
85%	79%
GAMEPLAY	**GAMELIFE**
88%	81%

THE VERDICT:
A star beat-'em-up, though that two-player option would help a lot.

OVERALL SCORE: 86%

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The winners of each heat will go forward to a regional final the same week. The winner of each regional final will get an **Amiga,** a **Mega Drive** and a **Super NES,** plus copies of the games which will be used in the finals so they can get ready in style. In the grand final itself, the runner up will get **£4,000** while the winner will go home an incredible **£10,000** richer!

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26th, 27th, 28th, 29th October

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There you'll have to try out a special timed challenge on Zool, Robocop 3 or Aquatics. Regional finals will be held on the Friday of each week in a local Megastore, and the winners of the regional finals will go to the grand final in Earls Court on November 7th and 8th.

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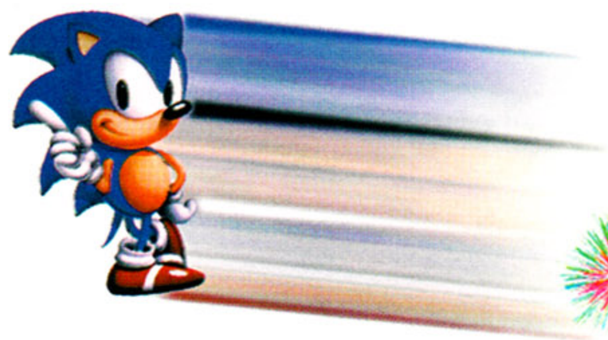

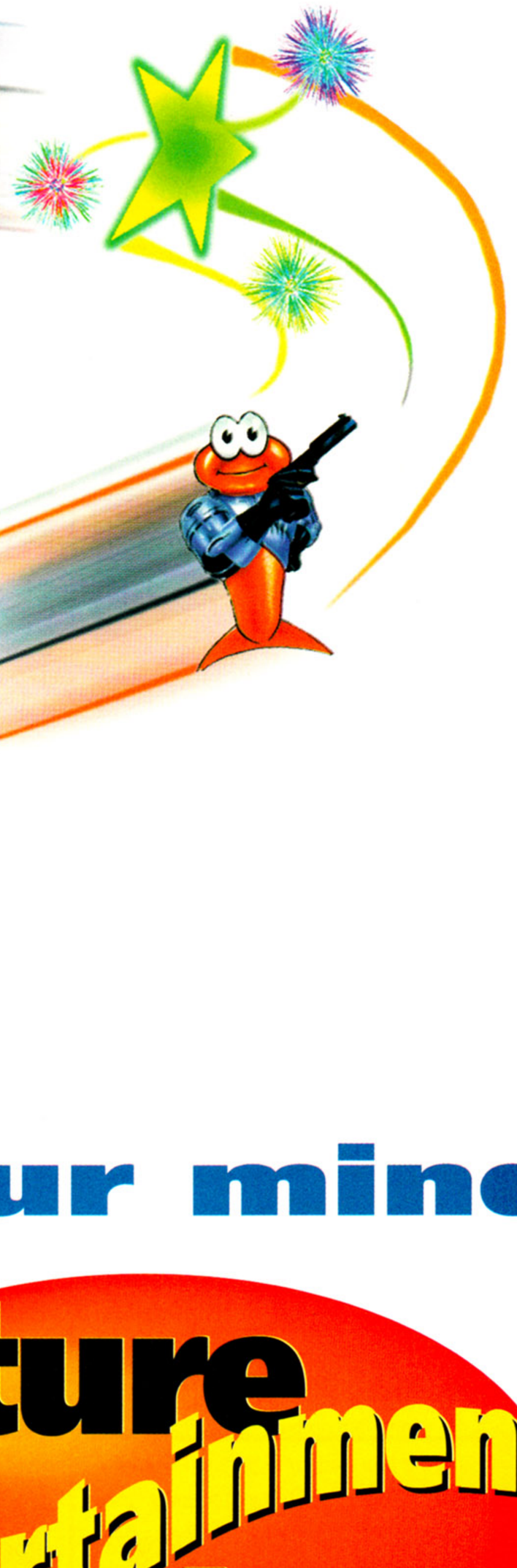

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MODE 7

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Welcome to Mode 7, *Super Play*'s rather fabulous (though we say it ourselves) tips section. Make no mistake – this is the place to come for Super NES hints, cheats, tips and tactics. Over the next five pages we've got indispensable cheats for *Smash TV*, *UN Squadron*, *The Addam's Family*, *Parodius*, *Sim City*, *Rushing Beat*, and more – some of the best games for the machine, both official and on import. Not only that, we've also got a complete Super Player's Guide to *Super Tennis* – perhaps the most playable of the first batch of official releases – in this issue, too.

But if you think that's good, wait until next month, when things *really* take off. There's the first instalment of our new questions and answers column, Ask Ade (check the box for full details), plus the first half of a giant Super Player's Guide to *Zelda III: A Link To The Past* – and that's just for starters. In the meantime, we need your help. Send your best Super NES tips, cheats, hints and maps to us here, and every one we use will get a special, not-available-in-the-shops *Super Play* Mode 7 badge. Plus, the best tip we receive and use every month will get a *Super Play* T-shirt too! Write to us at Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. And make it snappy, okay?

● This month's tips were mainly compiled by Adrian Price (who contributed the Super Player's Guide to *Super Tennis*) and tipster extraordinaire Nick Burne. Good on you, guys!

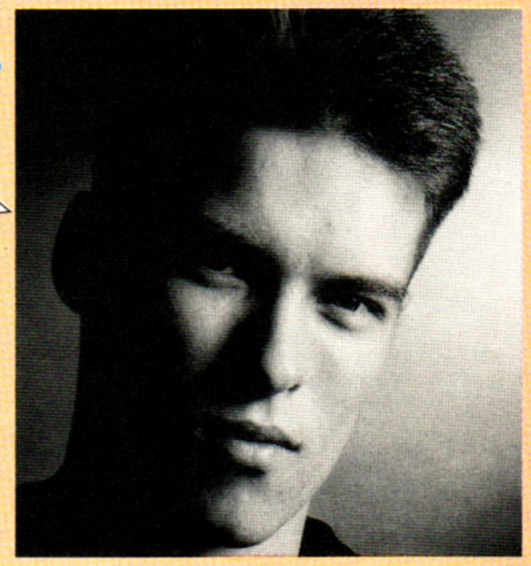
ASK ADE

MONTHLY INVALUABLE GAMING ADVICE

- Reached the final straw with *Final Fight*?
- Keep getting smashed in *Super Smash TV*?
- Teed off with *PGA Tour Golf*?
- Scoring zero in *F-Zero*?
- Or, indeed, having any other SNES games-related problems?

Hey, nobody's perfect. Except Adrian Price. We unconditionally guarantee there's *absolutely* nothing Adrian doesn't know about Super Nintendo games.* If you've got a problem, he'll solve it. Won't you Adrian? (*Ouch, yes! – Adrian.*)

Don't believe us? It's true! Just jot down a description of your problem (on the back of a postcard or envelope if it'll fit) and send it to: **Ask Ade, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Or ring us on **(0225) 442244** on the evening of Thursday 1 October – the first day the magazine goes on sale – to give us your problems personally.

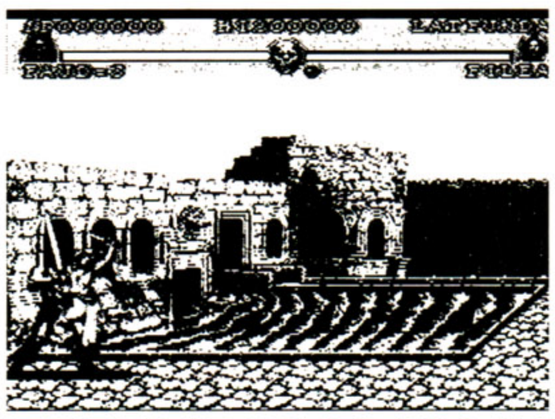


* Apart from one or two things, possibly.

Battle Blaze
Sammy

A beat-'em-up very similar to *Street Fighter II* – though, unsurprisingly, nowhere near as good – it's made a lot easier once you have unlimited credits or have found your way into the extra options screen. Now, with these cheats, you can try both.

First access the hidden options screen by pressing SELECT and START at the same time and then:



For unlimited credits
While holding down L, press UP and X at the same time, then LEFT and Y together, then DOWN and B and RIGHT and A.

For extra options
While holding down R, press UP and X, then RIGHT and A, then DOWN and B, and LEFT and Y. You should now enter a screen where you can play the same characters as each other – or even turn into Giliformoth, should you so wish! (You'll really have to have played the game to know what we're on about here.)

Super Ghouls 'n' Ghosts
Capcom

This excellent – and very difficult – Super Nintendo version of the sequel to the arcade classic *Ghosts 'n' Goblins* is still one of the best platform games available for the machine. If you're stuck, and are dying to see the next level, use these cheats for an easy stage select!

First, go to the options screen and move down to exit. While holding down L and START on controller two (probably best to get a friend to do this), press START on controller one and this extremely helpful stage select and music select screen will appear. At last, you'll be able to make some progress in the game – it's murder otherwise!

PARODIUS
Konami

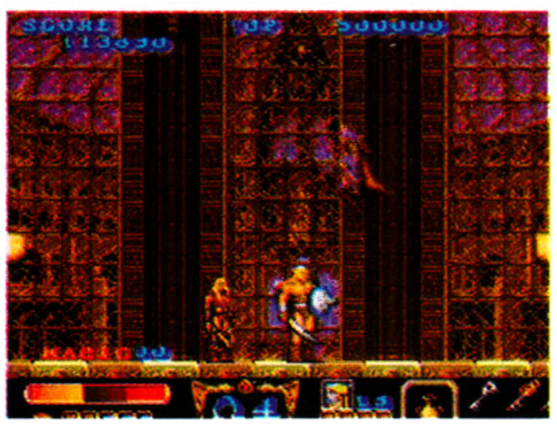
This funny and imaginative Super Famicom shoot-'em-up is a real *Super Play* favourite. Most Konami games allow for a standard cheat to either assist or hinder your progress in a game. To get it to work simply pause the game and press: UP, UP, DOWN, DOWN, L, R, L, R, B, A and then unpause. Unfortunately, in *Parodius* it kills you (!) so you're better off trying these new ones for a variety of different effects.

- For a full consignment of weapons, pause the game and then press B, B, X, X, A, Y, A, Y, UP, L and then unpause.
- For invincibility it's: L, R, UP, R, A ,L, Y, D, B, A, Y, A, Y, R
- Finally, for people who like their cheats in moderation try this one: UP, UP, D, D, L, R, L, R, X, X, B, B, Y, A, Y, A for a single multiple.

Magic Sword
Capcom

We're not sure quite why the normally excellent Capcom saw fit to release this rather sub-standard *Rastan Saga*-style arcade game at all really, but if you own it, here's a cheat that'll help you get a bit more fun out of it. It lets you select your vitality level, and also choose the level you want to start on.

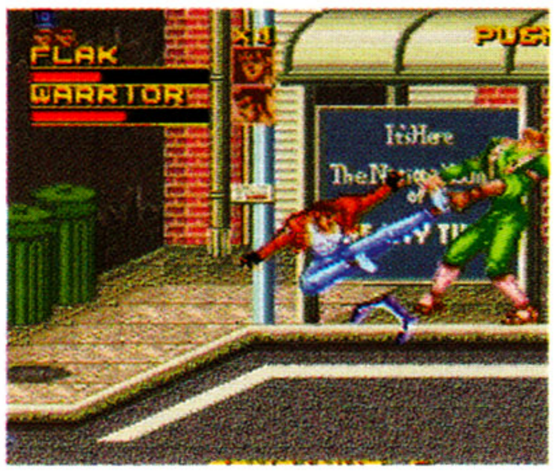
First, go to the options screen and move to the exit option. Now, with both pads hold down the 'L' button and press START on both joypads at the same time. You should have now entered the stage select screen!



Rushing Beat
Jaleco

You'll probably know this one – a pretty poor beat-'em-up along the lines of *Final Fight*. Again, this cheat should help you get a bit more fun out of the thing, especially if you're getting fed up with the names the programmers have come up with for the games' characters.

First off you'll have to get a high enough score to get into the high score table – yes, we know that may not be as easy as it sounds, but don't worry, the rest of the cheat's much easier. All you have to do is enter this code – CHRCONF – on the high score table and you've done it. You should have now entered the game's character configuration mode, where you can change all the names into absolutely anything you fancy!



Hyper Zone
Halken

This variant on *F-Zero* isn't quite as playable as the Nintendo masterpiece, but it's fun. Extra laughs can be got out of it too (well, laughs of a *sort*), if you know the tip which allows you to enter a sound test. Here's how to do it.

At the title screen, hold LEFT and RIGHT, then push START. A sound test will now appear on the screen. Select the sound using the pad – A will now activate the sound and X will fade it. Simple!

John Madden's Football
Electronic Arts (EA)

This very average American football game could (and, indeed, should) have become one of the very best sport games on the SNES – after all, it was excellent on the Mega Drive. The problem is, it was one of the first projects undertaken by EA on the Super Nintendo, and the programmers there simply didn't know how to get the best out of the machine. Things have improved over at EA recently, we're pleased to say – indeed, there's talk that the updated *Madden '93*, due in the UK next year, will fix all that – but in the meantime, this conversion will have to do. Here're some codes:

Buffalo:
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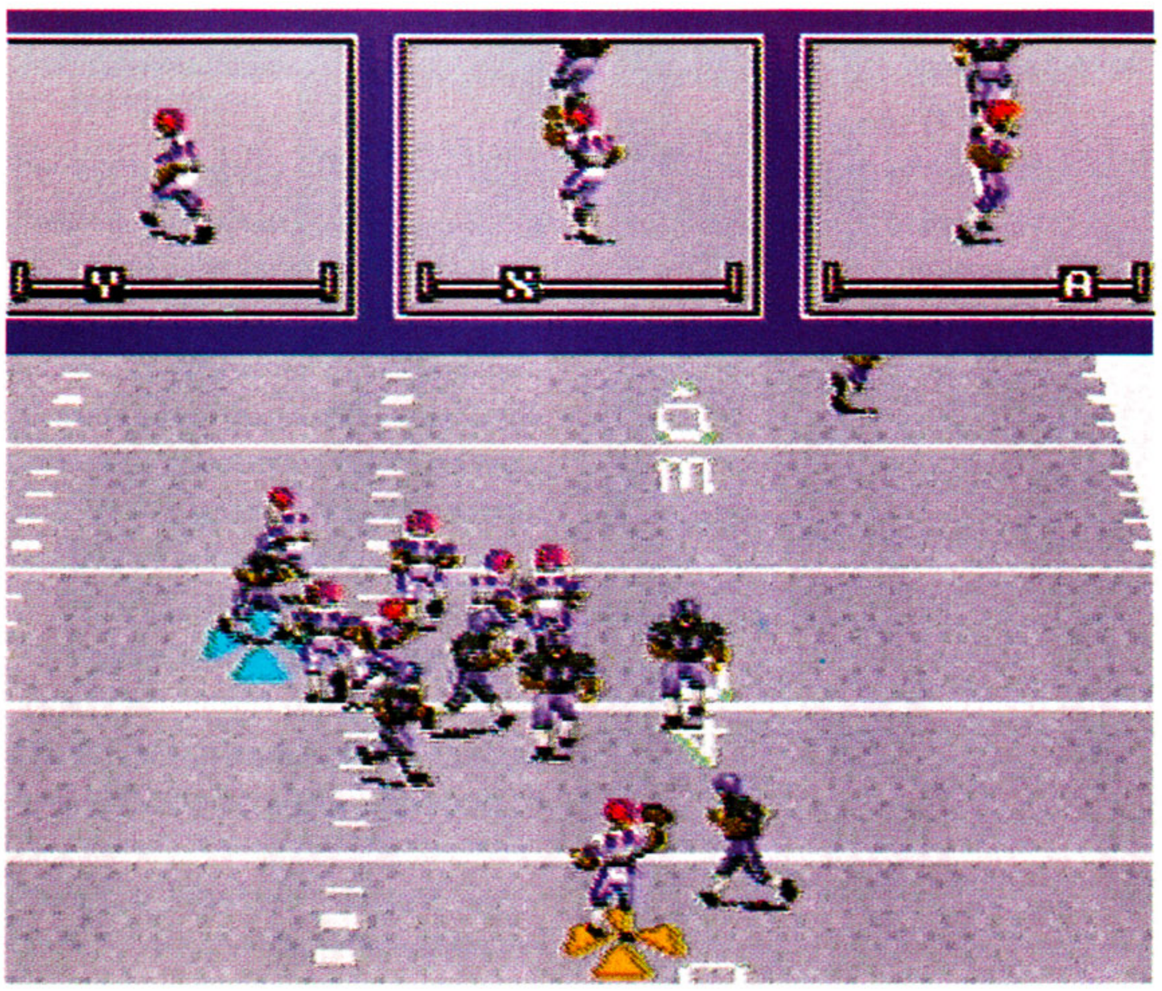


Sim City
Maxis

***Sim City*: the big problem with this game is running out of money. Not any more...**

This absolutely brilliant city simulator – one of the few strategy-type games to have universal appeal, and a real all-time classic – first appeared on the PC, and thankfully has lost nothing in translation to the SNES. It puts you in complete control of a growing city, forcing you to balance taxes, population happiness, industry, housing, transport and the like in an attempt to ward off disaster for as long as possible. A great game then, the biggest problem with it being that you always end up running out of money – but no longer! Here's a cheat that'll give you a free $999,999 which you can spend to your advantage.

First, use up all your money, set the tax on zero, and wait until the year is over. When the budget screen appears, hold down L and EXIT. Now quickly re-enter the budget screen (while still holding L) and increase all your funding levels to 100%. Before you can say '16-bit power!' you'll be the very happy owner of – yes! – another extra $999,999!

UN Squadron

Capcom

This top-notch shoot-'em-up – known as *Area 88* in Japan – is already pretty damn hard, but if you think you're really hot stuff, make it even trickier with this tip!

Go to the options screen and highlight the skill level option. Now on controller two hold down A and X. While holding these buttons, change the setting with controller one. A secret level will reveal itself which is called 'GAMER', test your skills – it's one mega hard level!!

Ultraman

Bandai

This rather laughable – and very Japanese! – beat-'em-up is quite fun for a few hours, but soon gets pretty tedious. To keep things interesting, why not change the skill level to make it a bit trickier by using this simple tip?

Hold START and SELECT on the title screen to enter a hidden options screen.

Smash TV

Acclaim

This brilliant arcade conversion is very tricky – you may well need extra lives and credits to get anywhere with it at all. Here's how: go to the screen where you select between one or two players and press DOWN, L, R and UP. You'll now have entered the lives and credits screen!

The Addams Family

Ocean

Now this really is a big name game – Ocean's best for the Super Nintendo so far, and already a sure-fire hit on the official UK machine. It's a very playable platformer along the lines of *Super Mario World* – but not so playable that a few passwords wouldn't come in handy.

B&1&B This gives you five hearts, 80 lives, and Granny & Pugsley already rescued.

71117 Even better – it deals up 100 lives(!), three hearts and a sword.

W111W Gives you 100 lives, four hearts and a sword.

21112 For the really lazy amongst you, this gives 100 lives, five hearts and a – yes! – sword.

THAT'S ALL FOLKS

And that's all we've got room for this month – sorry. Next issue, the first of your tips! (If you manage to send us any in time, that is – remember, there could be a *Super Play* T-shirt in it for you if you do!) Plus: the start of a complete Super Player's Guide to *Zelda III*. Plus: Ade Price answers all your questions. (Phone us on the evening of Thursday 1 October on (0225) 442244 to ask us the first ones!) Our address again: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

$uper

If you're having even the slightest of problems with this – the tops amongst tennis games, quite possibly the best sports game yet on the Super Nintendo, and a must-buy for owners of the official machine – then you've come to the best coaching school of them all: the *Super Play* Academy of Tennis...

Players - who to choose

For practice purposes it's best to pick an average sort of player, just to begin with. Debbie, Erin or Colette are the best for this on the women's list, whilst Meyer or Steve can be considered for the men's.

Of course, you could choose to practice using the player you want to use to actually compete in the circuit. If you're looking to win the circuit on your first attempt then the folk below are the ones you should go for:

The Women's Circuit

Amy: an all-rounder with good footwork.

Kim: the net-play genius, with powerful serves.

Donna: she's got well balanced abilities with good net-play skills.

Lisa: she's got a powerful two-handed stroke and fast footwork.

The Men's Circuit

Phil: the best player overall, with well rounded abilities.

Matt: has terrific strokes and a consistent service.

John: a powerful player who's good at baseline tennis.

Hiro: a skilful and accurate player who always returns the ball.

Net Play

If you can master the use of net play you're well on your way to becoming a really great *Super Tennis* player. When close to the net, all the buttons serve a completely different purpose, the most notable of these being volleys (which you can access using the A and B buttons). If you can get your opponent on the baseline then you can lightly volley the ball (using the A button) just over the net to make him (or her) run for it – and unless your opponent is really good you'll win another point. When both players are at the net, the volleying does get a little ridiculous!

Tennis

SUPER PLAYER'S GUIDE

Serves

This has to be one of the most important aspects of *Super Tennis*. There's a way to score an ace each and every time you serve (well, nearly every time), especially handy against a human opponent who might not have the quick reactions of the computer. The technique varies depending on where you're serving from:

BOTTOM LEFT

To serve an ace from this position, move as far right as you can, put some left spin on the ball (by holding down the L button on the top of the pad) and serve as quickly as possible using the B button. If you're up against an opponent who has a consistent return of serve, wait until they move over to the top left for a shot that can't be returned.

BOTTOM RIGHT

From this position you'll have to simultaneously hold DOWN and LEFT whilst putting some right spin on the ball. Then play a slow serve. If the person you're up against has good footwork they may return it, but more often than not you'll score an ace.

TOP LEFT

This is the hardest of the aces to serve – it really is down to chance whether it works or not. Hold DOWN and RIGHT as you serve, putting some left spin on the ball, and serve with the A button.

TOP RIGHT

To ace the opponent from here you'll have to hold DOWN and RIGHT on the joypad and serve really quickly using the B button. Most of the computer opponents can't return this serve, but those that do are so far over to the left that they have little chance of getting to the ball if you return it over to the other side of the court.

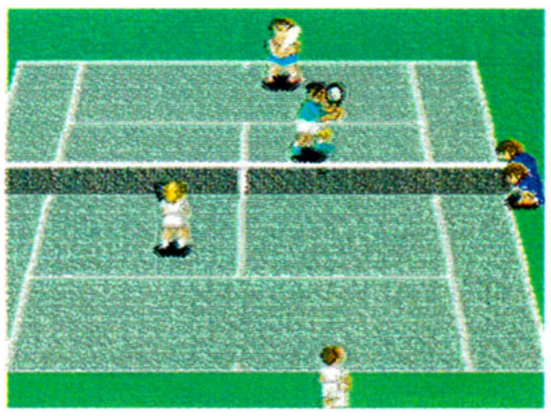
Return Of Serve and Normal Play

You can't always rely on aces to win the match, but if you can break your opponent's serve consistently you're well on the way to victory. On the other hand, if they break your serve regularly, you could do with some more practice.

The best way of returning a serve is to hit the ball to the other side of the court using some top spin (the X button) to make the ball dip early. This causes the ball to cover less ground, and if you can aim the ball to dip just over the net or right on the line it's even better – if your opponent *does* manage to return the ball, they'll either be flat on their face or so far over to one side they'll never hit it a second time if you return it carefully.

Doubles

The neatest tactic for a doubles game is to put your best net player at the front. If you're playing with the computer, let it play at the net – its reactions are a lot quicker than yours can ever be. Be sure to cover the baseline, as your opponents can easily lob the ball over your heads and steal an easy point. In a doubles game the court is much wider allowing you to hit the ball up to the outside line, though the service is the same as in the singles game. To take advantage of this wider court, use top spin right out to the outer line, leaving a big gap in the middle for you to return the shot (if they manage to reach it, that is).



Tournaments - The Circuit

You can't play singles all the time. Sooner or later you'll have to face the big boys and girls, including players that aren't on the selectable pro list. (But don't worry – they're nothing special.) To become *Super Tennis* Champ you're going to have to enter the tournaments to get a ranking – finish the circuit ranked No.1 and you'll have won. Winning matches gives you a certain number of points, but winning the tournament gets you the most points of all. To get anywhere, choose one of the few players who stay at the top – the top five are really the only ones with any real chance of winning. Here's a guide to which tournaments to enter and which to miss. This will give your player the chance to earn maximum points without getting completely tired playing in everything that's out there. It's the clever way to do it...

1. Rio Open – Clay Surface

The first tournament isn't worth entering as only the really weedy players play in it. (Unless, of course, you're a bit weedy yourself).

2. Melbourne Open – Hard Surface

This is the first major event and most of the top players enter, so you'll need to be up-to-date with all the different strokes. It's on a hard playing surface, so it's quite easy to win.

3. Nairobi Open – Lawn Surface

Not many of the top players enter this, and it's a lawn surface which is quite hard to play on. If you can win here then you can steal some valuable points.

4. Paris Open – Clay Surface

This is where all the top players gather to knock the stuffing out of each other, so only enter this if you didn't play in Nairobi, or if you think you're pretty hot stuff! (You'll get thrashed otherwise.)

5. Beijing Open – Hard Surface

Don't bother to enter this as all the crap players play here. Skipping it also gives your player a rest if you've played the last few matches.

6. London Open – Lawn Surface

Good old Wimbledon. It never fails to attract all the top players, and no exception is made in *Super Tennis*. This is hard to win but it's a major event, so high points are at stake.

7. Tokyo Open – Hard Surface

The penultimate tournament is easy to win, so if you need the points, enter it. Otherwise, if you've got a comfortable lead then take a rest and go for the win in New York.

8. New York Open – Hard Surface

The final of finals. All the top seedings enter and make this a hard event to win, but if you manage it, and can be ranked No.1, then you'll be entertained with a player profile on each and every player, showing what their strengths and weaknesses are.

9. Exhibition – New Surface

So, you've become the number one seeded player in the men's tournament (the women's circuit doesn't count because it's too easy – sorry) and finished the circuit. What now? Well, there's always someone who's just that little bit better than you. In fact, he's so good he's got his own island where he waits for people who reckon they're pretty damn special, challenges them, then beats them silly.

So how to beat him? Well, it's tricky. Indeed, we haven't got any real tips to give you here at all, beyond simply suggesting you play as well as you can. If you can beat Don J (that's his name, by the way, in case you were wondering) you'll be treated to a superb end sequence. Get that far (without cheating) and you really do deserve to call yourself a *Super Tennis* champ!

Below are some pass codes to enable you to go right to the end of the game, and straight into the exhibition match.

Women's Final

(Straight to New York, with you as Amy ranked joint 1st.)

CM7U3BT	**NS1RS5Z**
RUH5QT3	**DT994D9**
F9QGJST	**K8XD3HR**
FTLWMT1	**ZJP**

Exhibition Match

(With you playing as Phil.)

K8XD3HR	**FTLWJPC**
2GNYBQ1	**4065C6P**
DJSTK8X	**D3HRFTL**
WJPVKMW	**1JJ**

Or try this: On the character selection screen, using the second controller in port 2, press the L button five times, then press X, press the R button seven times, and then press X again. The music will now change and whoever you choose will automatically be the best. You'll still have to play well though, of course– after all, a Porsche doesn't drive itself!

If you like Sup
... You'll love T

Okay, you've read Super Play and reckon it's the best thing for your Super NES.

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With these two magazines, you have the entire Nintendo universe at your fingertips. Go on... treat yourself!

Give it some stick!
SNES joypads are pretty hot, but they're still no match for a good stick – especially with SFII's special moves. Well, Capcom are coming to the rescue with a whopping great controller called the Power Stick Fighter. This cable-less infra-red unit has the same layout as the SFII coin-op and has been designed specifically for the game. However, it works on any SNES game and is compatible with the NES. If it ever reaches these shores you're looking at £60, so start saving.
you're moving, crouched or jumping in the air. And then there are the special joypad/fire button combos which unleash magic fireballs, flying spin kicks and power punches on your enemies!
As you learn which moves and
Of course, beat 'em ups are really only as goo as their graphics, and visually SFII is just superb Every bone-crunching, muscle-rendi beautiful
M. B
Ex-boxing char his title throug booze. He wins strength and a

STREET FIGHTER 2

GREY IMPORT

This is a montage of Sagat doing the business on Ken in Thailand. Check out Sagat's Tiger Uppercut in the middle!

For SNES (1-2 players)

From Capcom

Price Around £75 (Grey import)

Chun Li demonstrates that a pile of bricks has no chance of remaining intact around her incredibly powerful leg! Actually, this is one of two bonus rounds where your fighter gets to smash things up for points. The other one's a car-wrecking scene!

At last, the biggest Nintendo game of all time has arrived! Capcom have managed to squeeze the original Street Fighter II coin-op into a 2 Megabyte (16 Megabit) cart. That includes all the special moves, the animation, the superb parallax scrolling, sampled speech – the lot. And I'm happy to report that it's a stunner!

The gameplay, for anyone who hasn't seen the coin-op, is a straightforward one-on-one beat 'em up. Not to be confused with urban brawls like Final Fight or the Double Dragon series, SFII's action always takes place in one location. Each contest is the best of three bouts, then the winner faces a different opponent in another country.

As with the coin-op, you can play head-to-head or solo. Fight on your own and you have to face and defeat 11 mean street fighters from around the globe. In the two-player mode, you control different fighters and the game keeps a league table of wins, losses and draws. Actually, drawn games are rare – most fights end up with one character looking like he got out of bed the wrong side, straight into a combine harvester.

(Reader's voice:) Erm, well excuse me but that sounds like it's a bit dull, really.

(Me:) Yep, on paper, SFII doesn't exactly grab the imagination. But where SFII scores over other beat 'em ups is in the sheer number and diversity (wooh, big word!) of the combat manoeuvres you can perform. Each button does a different move, depending on how close you are to your

CHUN-LIS
One of the best coin-op conversions ever: sound, graphics and gameplay in perfect harmony. Superb beat 'em up action, with dozens of moves and a host of adversaries!

RYU

Master of Shotokan Karate, Ryu was Ken's tutor for many years but is now almost matched by his former pupil. Ryu's speciality is the Dragon Punch, with which he defeated former champion Sagat – and was scarred for life into the bargain.

Fire Ball

Releasing this ball of energy drains Ryu so he needs a second or two to recover.

Dragon Punch

This jumping uppercut is invincible, except when Ryu falls down.

Hurricane Kick

Unleash a spinning jump kick for multiple hits on the enemy!

KEN

After many years in Japan training under Ryu, Ken succumbed to the lure of America where he now lives with his girlfriend, Eliza. He uses the skills of his master, combined with berserker strength, and will soon be a more potent fighter than Ryu.

Hurricane Kick

Ken borrows moves from Ryu, including this magical spin kick.

Dragon Punch

A swift, lethal move, backed by the power of the ancient dragon.

Fire Ball

The Fire Ball is potent, but it drains Ken for a few seconds, leaving him vulnerable.

E. HONDA

Japan's number one fat boy now trains young wrestlers in the ways of the Sumo – putting mind and body in perfect harmony. Suspecting that his sport was underestimated by other fighters, he joined the World Street Fighter Tournament to put Sumo back on the map. Beware his Sumo Crush – this back-breaking bear hug can squeeze the life out of his adversary.

Sumo Torpedo

Blubber bullet! E. Honda can perform this move at close range for a double hit.

Lightning Hand

Honda's hand moves so quickly it's like being hit with many hands at once.

BLANKA

As a baby, Blanka was caught in an aeroplane during an electrical storm over Brazil. The elemental forces that downed the plane mutated his body and also gave him the power to discharge an electrical force field around himself. His knee-kicks and tendency to bite people's faces make him more dangerous at close quarters. Only Zangief can shake him off easily.

Roll Attack

A good offensive move, but Blanka's vulnerable if hit while in this position.

Electric Shock

Blanka can release a field o stored electrical energy – touch this and fry!

er Play...
TOTAL!

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Issue 11: October 15th

BALROG

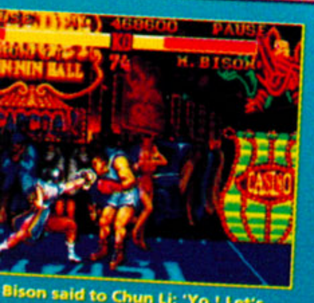
Beware the Spanish bull-fighter's Swan Dive. If his Power Move makes contact, the end isn't far away!

SAGAT

The Thai fighter still carries a chest scar from Ryu's Dragon Punch. To avenge himself he uses his own Tiger Uppercut.

VEGA

This Chinese dictator is the final opponent in SFII. His power move is the Flaming Torpedo: jump it or die!



Bison said to Chun Li: 'Yo ! Let's reet', this isn't what he meant!

Streets ahead? A quick comparison!

Super NES version
Just to show how good the SNES conversion is, here's a camera shot showing E. Honda and Chun Li in combat. Water drips from the ceiling and the sign flashes when Honda wins.

Arcade version
And here's the original coin-op doing pretty much the same thing. As you can see, the only differences are in the amount of back-ground you see and a few bits of scenery animation.

Championship Edition
Here's the special edition coin-op. There are new backdrops, the players look meatier and now you can control any of the 12 fighters, including Vega!

STREET FIGHTER 2

Looks
■ Superb 3D backdrops and a vast amount of animation. A visual treat!

Sounds
■ Loads of sampled speech and meaty spot effects. The tunes are coin-op perfect

Gameplay
■ Superb one-on-one beat 'em up action, requiring skill, tactics and speed. Great!

Life span
■ With eight difficulty levels and a fine two-player mode, SFII has plenty to offer

Fantastic! I love this – and I don't even *like* beat 'em ups! SFII is horribly expensive – but you do get a coin-op in your living room!
Final rating
94
Percent

Many thanks to Console Concepts (0782 712759) for providing us with a copy of Streetfighter II

bian) about £45. I guess it all comes down desperate you are to own beat 'em up ever to grace
STEVE TOTAL!

ZANGIEF

obviously as mad as a pebble, angief practises his martial art Sambo by wrestling grizzly ears. *That's* why he's covered in ars all the time! The massive ssian fighter is unmatched in ength but lacks any missile acks, relying solely on estling tactics to fell his adver-y. Like almost everyone else, proud Russkie has a personal ddetta against dictator Vega.

Spin Punch

Zangief can't advance while Spin Punching, but he does become immune to missiles.

DHALSIM

This Indian mystic is a master of yoga, and practises the martial art of Kabaddi. The two disciplines enable him to remain calm at all times and also stretch his limbs to many times their normal length. He is a formidable opponent at long distance and in the air when his Yoga Spear flying drop kick is hard to defend against. Dhalsim's failing is a lack of strength and stamina.

Yoga Flame

Dhalsim's flame breath can crisp any of his enemies (he wants to lay off those curries!)

Yoga Fire

Slightly more dangerous are his fireballs, which can toast you at long distance.

CHUN LI

Having witnessed her father's death at the hands of Vega (oh, not again!) the petite Chinese girl has a severe grudge against the evil dictator. Chun Li is by far the fastest and most agile of all the street fighters. Her deadliest manoeuvre is the Heel Kick, in which she kicks her enemy in the head and can then execute another aerial attack. Up to five hits can be made in this way.

Wind Kick

This high speed kick is a potent weapon. Multiple hits severely drain her opponent.

Cyclone Kick

Weird, this one: an inverted flying spin kick which again scores multiple hits.

100% FOR SUPER NINTENDO PLAYERS
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MARIO PAINT
It may not be a game, but it sure is fun!
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Why do you need this game? We've got 10 very good reasons (and a couple of lousy ones)
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What we give...

- Every month we review all of the best (and some of the worst) SNES games on the market – official releases and grey imports.
- The latest issue has no fewer than 17 full reviews – not to mention a whole host of Super NES news, tips and previews.
- TOTAL's reviews are recognised as the most comprehensive, informative and entertaining in the industry. When we rate a game, you can take it as gospel (and have a chuckle at the same time!).
- Every month we have massive competitions. So far, we've given away 50 Super Nintendos, 50 SNES adaptors, 10 SNES Action Replays – and this month you can win a superb Konami coin-op!
- We also have free gifts with every issue, like sunglasses, buyer's guides and full-size A1 posters!

TOTAL!
100% FOR PLAYERS OF NINTENDO
■ Game Boy
■ NES
■ Super NES

WHAT CART? SUPER PLAY'S GAME LIBRARY

Welcome to What Cart?, *Super Play*'s (slightly groanworthy) title for its back-of-the-mag games reference section. Here you'll find more mini reviews of more Super Nintendo and Super Famicom games than you ever knew existed. There are over 130 reviews, covering every SNES game we know about that has made it into the UK (yes, even those useless RPGs full of Japanese text that mail order companies occasionally import by mistake!), and including alternative titles (many games are known by different names in different countries), so you know exactly what we're talking about. It doesn't end there though. Every month we'll update What Cart? by introducing the games we reviewed in the previous issue, adding any stuff that's just come to our attention, and modifying any games reviews we've (perish the thought!) had second thoughts about. If anyone's ever told you that the problem with the Super Nintendo is that there aren't enough games for it, this is the section that's going to prove them wrong!

● Do you know of any Super Nintendo/Super Famicom games not covered in What Cart? If so, send us the name of the game, where you got it, and a short review of it, and we'll include it in the next possible issue. You'll get a name check and a *Super Play* goodie bag for your trouble. We want What Cart? to be the definitive guide to Super Nintendo games - help us make it that way! Send you review to: What Cart?, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

What Cart? is incredibly easy to understand. This is how it works. First we group games according to genre (how we've chosen which ones go where is explained at the start of each section, but it's usually pretty obvious). Then we tell you any alternative names, who published it, how 'big' it is (ie memory size of the cartridge), whether there's a two-player option, what we think of it and, eventually, a simple mark out of 10. Where the game makes extensive use of Japanese text – to the extent that a non-Japanese speaker would find it impossible to play – we've rated the games as 'impossible to judge.' That doesn't mean it's necessarily bad per se, but it's a bad buy for English-only speakers. We haven't included prices – most games are around £45, but it depends on where you buy them. Our advice is to shop around.

SHOOT-'EM-UPS

Any game where the most important gameplay element is shooting lots of evil somethings over and over again. Many put you in a little plane or spaceship and have you fly across a horizontally or vertically scrolling landscape, shooting things. Equally there are those that have you as a little man running along a landscape, erm, shooting things. Whichever type we're talking about, the important factors are consistent high-speed action, plenty of variety in the way the action is presented, bags of clever power-ups and impressive use of the abilities of the machine.

BLAZEON (JAP)
Atlus, 8 Mbit
1 player
A very tacky horizontal scroller with anime-style robots in. It's kinda different, but everything's so crude and jerky you're unlikely to be able to hack it for long. Which makes this game intolerable because there are so many much better shoot-'em-ups to choose from on the market.

4

CONTRA SPIRITS (JAP)
Alternative names: Contra 3 (US)/ Super Probotector (UK)
Konami, 8 Mbit
1 or 2 players
Re-titled *Super Probotector* for the UK (with some graphical changes), this is currently the best platform shoot-'em-up around. Superb use of Mode 7, and an amazing Konami soundtrack put this in the super league. Brilliant two-player action makes it essential stuff.

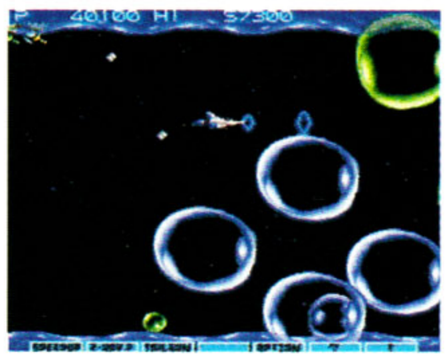
9

DARIUS TWIN (JAP/US)
Taito, 8 Mbit
1 or 2 players
Lacking in levels for a *Darius* game – but this isn't all bad news. Good graphics, reasonable sound and not too much slow-down for an early title, make it a reasonable buy, though it's not challenging enough in the early levels.

7

D FORCE (JAP/US)
Asmik, 8 Mbit
1 player
An absolutely appalling shoot-'em-up with maybe the worst graphics, sound and playability on the SNES. Subtle use of Mode 7 give the useless visuals a 'lovely' blocky appearance – not one to show off to your friends. Dreadful sound, too. Leave well alone!

2



GRADIUS III (JAP/US)
Konami, 4 Mbit
1 player
Similar to the coin-op and – astonishingly – all packed onto a 4 meg cart, this is one to check out. It's an early title, so slow-down is a serious problem – it rather scuppers the otherwise beautiful graphics and powerful sound. Still, it's more impressive and playable than *Super R-Type*, and not to be ignored.

7

HYPERZONE (JAP/US)
Hal, 8 Mbit
1 player
A very poor 3D space shoot-'em-up using Mode 7, but having absolutely nothing else to recommend it. Tedium City is your only destination when you've started this one up.

3

PARODIUS (JAP)
Konami, 8 Mbit
1 player
An absolutely brilliant conversion of the coin-op, and one that easily ranks as the best of Konami's recent string of classics for the SNES. Superbly colourful sprites, a hilarious sense of the bizarre, and some excellent musical compositions are just the icing on the cake. Hugely enjoyable.

9

PHALLANX (JAP)
Kemco, 8 Mbit
1 player
(see review this issue).

RAIDEN TRAD (JAP)
Toei, 8 Mbit
1 or 2 players
A great game on the PC Engine and Mega Drive, perhaps, but a tragically slow affair on the SNES, and not recommended. It should have been such a good game – sadly it seems that the programmers were too inexperienced on the machine to do the job properly.

4

STRIKE GUNNER (JAP/US)
Athena, 8 Mbit
1 or 2 players
Another average vertical blaster, with poor and unvaried backdrops, but reasonable sprites and some nice explosions. A dull game that only gets interesting in two-player mode when both ships can link together for mega firepower – not enough to recommend this one.

6

SUPER ALESTE (JAP)
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player
This was the first evidence that the SNES could handle a manically busy *Gunhed*-style shooter with ease – and then some. Incredible sprite handling (coupled with Mode 7 in places) and absolutely no slow-down. However, it's more a technical achievement than particularly well designed, and it's a bit weapon-crazy – hence unchallenging for some – but, having said that, it's an excellent buy anyway.

8

SUPER EDF (JAP/US)
Jaleco, 8 Mbit
1 player
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

6

SUPER R-TYPE (JAP/US/UK)
Irem, 8 Mbit
1 player
Beautifully designed baddies and some of the best graphics on the SNES, make this one of the best-looking shooters around. Not perfect, however, thanks to jerky scrolling, terrible slow-down and an infuriating lack of restart points. It also lacks the best parts of the coin op – *R-Type II*, surprisingly, not the original game – on which it is based.

7

SUPER SMASH TV (JAP/US/UK)
Acclaim, 4 Mbit
1 or 2 players
A very good translation of the brainlessly ultra-violent coin-op, this is incredibly good short-term fun – especially with two players. No slow-down, plenty of tough bits and bags of addictiveness, it's the type of game you'll keep coming back to. Recommended.

8

SYLVALION (JAP)
Toshiba EMI, 8 Mbit
1 player
A peculiar maze-based scrolling shoot-'em-up where you guide a slithery dragon down baddy-infested passages. It looks a little tacky but is actually quite good. Not much of a challenge, though, and not a game you're likely to return to.

6

THUNDER SPIRITS (JAP/US)
Toshiba EMI, 8 Mbit
1 player
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it unfortunately isn't anywhere near as good on the SNES. Guess why? Yep, slow-down spoils the action! Everything else is very similar to the MD game – ie no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

6

UN SQUADRON (US/UK)
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player
Brilliantly designed pseudo-conversion of the coin-op, and still one of the best games on the machine. Although it slows

down in places, the action is still exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

9

DRIVING GAMES

Now these really are obvious – they are, of course, all those games where your basic task in life is to drive a car around a track or down a road, without crashing and, hopefully, beating other, rival, cars. Some are overhead view, some place you immediately behind the car you control, and some put you in the driver's seat. A real sense of speed, good driving feel and easy to operate controls are essential.

AGURI SUZUKI F1 SUPER DRIVING (JAP)

LOZC, 8 Mbit
1 or 2 players
Fast, 3D Mode 7 courses and tunnels and bridges? We were surprised, anyway. This is extremely well presented, but suffers from the no-warning-of-corners problem that seems to plague so many SNES driving games. If you can live with that, though, the split-screen two-player mode is a definite plus.

7

BATTLE GRAND PRIX (JAP)

Naxat, 8 Mbit
1 or 2 players
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead view driving game) where you can only see a tiny area of the track around your car, and have to rely on little signals to warn you of corners. We had a bit of trouble with this one, eventually coming to the conclusion that it's 'challenging'. Lots of babes in it, though.

6

BIG RUN (JAP)

Jaleco, 8 Mbit
1 player
After a promising front end, and a couple of good tunes, the abysmal graphics and virtually non-existant gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

2

F-ZERO (JAP/US/UK)

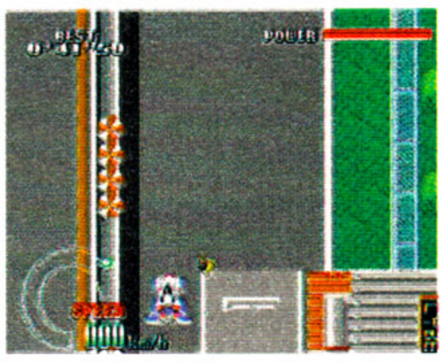
Nintendo, 4 Mbit + BB
1 player
The definitive Mode 7 racing game. Dead fast and dead smooth. And dead deadly too, if you don't watch out for the vicious computer-controlled hover cars. Bland scenery and an unlikely futuristic setting are unfortunate, but it's both a decent game and an impressive demonstration of just what the SNES can do.

8

F-1 EXHAUST HEAT (JAP)

Alternative name: F1 ROC (US)
Seta, 8 Mbit + BB
1 player
Your car looks a bit small. And you don't get much warning of corners coming up, so unless you keep one eye on the map, you'll keep crashing. But at least you get a proper 3D view of the track. You won't come across a faster, or more playable, Formula 1 game on the system.

7



GPX CYBER FORMULA (JAP)

Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player
Another top-view scroller, and another case of yikes-was-that-a-corner? But this time, for a change, we've got anime characters racing in anime cars. And smoother scrolling than we believed possible. Other than that – average.

5

SUPER MARIO KART (JAP)

Nintendo, 4 Mbit + BB
1 or 2 players
(see review this issue).

PAPER BOY 2 (US)

Mindscape, 4 Mbit
1 player
(Is this really a driving game?) In this game you're a newspaper delivery boy (or girl) and the object is to cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It plays as naff as it looks, and really can't be recommended.

3

RPM RACING (JAP/US)

Interplay, 4 Mbit + BB
1 or 2 players
RPM stands, in this case, for Radical Psycho Machines, ie those ridiculous trucks with big tyres that so fascinate the Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. Quite good fun all the same.

6

SUPER F1 CIRCUS (JAP)

Nichibutsu, 8 Mbit + BB
1 player
(see review this issue).

SUPER F1 GRAND PRIX (JAP)

Video System Co, 8 Mbit + BB
1 player
Nothing to do with the popular *Amiga F1 Grand Prix*, this is along the same lines as *Battle Grand Prix*, without the split-screen two-player mode. That means you get to see more of the track on-screen, and hence slightly more warning of corners coming up, but not much. It's very much a matter of taste, and extremely difficult.

5

SUPER OFF ROAD (US)

Trade West, 4 Mbit
1 or 2 players
Another variation on *Super Sprint*, but here we're allowed to see the whole track at once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing round the course, and in the short-term it's good fun. Great rock soundtrack, too!

7

TOP GEAR (US)

Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players
So fast it'll make your eyes go squiffy. The screen is divided down the middle so two players can compete – just as well, as it's dull as a one-player game. The game was developed by Sheffield software house Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode7 graphics or elaborate trackside detail, just lots of traditional driving fun.

8

STRATEGY

The section for the thinking Super Nintendo owner – yes, there are a few out there! – where the SNES makes as much like a PC as it's possible. The games covered here are low on action but require masses of tactics and forward planning. A lot of them are really rather good too, although, having said that, lots aren't...

AIR MANAGER (JAP)

Koei, 8 Mbit + BB
4 player
Unfortunately unintelligible unless you're fluent in Japanese, this is a quite well presented business strategy thing along the lines of *Railroad Tycoon*. Nice Mode 7 intro.

Impossible to judge

EARTHLIGHT (JAP)

Hudsonsoft, 8 Mbit + BB
1 player
Hudsonsoft are normally an excellent company, so we'll give this the benefit of the doubt. It appears to be some sort of interplanetary space strategy affair, but there's enough Japanese in here to make it pretty tricky to work out. Another one to avoid.

Impossible to judge

GUNDAM F-91 (JAP)

Bandai, 8 Mbit + BB
1 player
A huge selling (in Japan at least) arcade/strategy game, with a fair bit of Japanese text. Still quite playable if you are willing to persevere, but this is essentially one for real robot fans only.

6

POPULOUS (JAP)

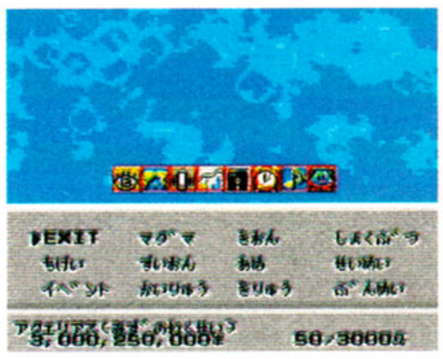
Imagineer, 4 Mbit + BB
1 player
The original Japanese version of a classic UK game that puts you in the shoes of God almightly himself. If you're unfamiliar with the game, wait for the UK English text version.

8

SIM CITY (JAP/US)

Maxis/Nintendo, 4 Mbit + BB
1 player
Build the city of your dreams... and then bring it to its knees! The SNES version of this all-time great game is probably the best yet (even more user-friendly, see) although it hardly pushes the machine to its limits. Extremely addictive, at least in the short-term.

8



SIM EARTH (JAP)

Imagineer, 6 Mbit + BB
1 player
A follow on from *Sim City* that unfortunately tries to bite off more than it can chew. You're basically put in charge of the entire planet, which would be horrendous enough in itself, but when the whole game's in Japanese... er, no thanks.

Impossible to judge

ZEN WAR III (JAP)

Wolfteam, 8 Mbit + BB
1 player
A pretty full-screen map view – and plenty of territory to conquer – this one may have, but working out what else it boasts proves more difficult. Another unintelligible-to-Brits wargame, we're afraid.

Impossible to judge

SIMULATIONS

A bit of a catch-all section – these are those games that try to 'realistically' reproduce the feeling that you're doing something in the real world, usually commanding some form of exotic transport. Here we've got games that cover planes, boats, tanks, spacecraft – or, at least, we would if there were any. At the moment, it just seems to be planes and tanks, but we're assured there are others on the way.

However, simulations on the Super Nintendo don't tend to mean quite the same thing as simulations on other machines. Flying a plane on, say, the Amiga, tends to involve lots of worrying about flaps, undercarriage, chaff dispensers, etc. The Super Nintendo takes care of all that stuff for you, leaving you to worry about the serious business of flying/driving/whatever. These games are primarily action-based – which is how we like them.

PILOTWINGS (JAP/US)

Nintendo, 4 Mbit
1 player
SNES-owning aviation fans aren't exactly spoilt for choice at the moment, but this should be enough to, er, spin their propellors for now. It boasts a huge range of flying machines (from parachutes to helicopters), and super-smooth 3D graphics, and there's even a decent game rattling around in there, too.

8

SUPER BATTLETANK (US)

4 Mbit
1 player
The prehistoric *Battlezone* coin-op gets a new lease of life in this Gulf War tank game. It looks more lively than the wire-frame graphics of the original, and features some good explosions and exciting link sequences, but playing this will reveal that, frankly, it's boring.

5

BEAT-'EM-UPS

The phrase beat-'em-up, in our book, refers only to those games where you (erm) beat people up using your hands and feet, rather than weapons. (Although improvising with lengths of piping, sticks, etc is okay.) Some have you fighting one baddy at a time, head-to-head, but most have a series of scrolling levels, teeming with baddies, usually with a boss at the end of each – don't mistake these for arcade adventures, which sometimes feature a beat-'em-up element. A top-notch beat-'em-up needs loads of moves, well-designed and animated characters, attractive backdrops and, most importantly, loads of oofs, arghs and hie-yars. A two-player mode is also a help.

ASTRAL BOUT (JAP)

A-Wave, 8 Mbit
1 or 2 players
A wrestling/fighting game and not a very good one at that. Graphically not a complete disaster, but the sprite collision and playability are very ropy. Fighters hobble around the screen like they've got stones in their shoes and, when you think you could buy *Street Fighter II*, what's the point?

4

BATTLEBLAZE (JAP)

Sammy Corp, 8 Mbit
1 or 2 players
An awkward game, that's not bad, but not as good as its contemporaries (in this case *Street Fighter II*and *Ranma 1/2*). The graphics are okay, the sound's okay, it plays okay and there's a reasonable range of moves and stuff, but, well, you could do much better.

7

FINAL FIGHT (JAP/US/UK)

Capcom, 8 Mbit
1 player
The best walking-along-beating-people-up game on the Super Nintendo. On the plus side are its brilliant graphics, varied opposition and devastating moves. On the minus side? It lacks a two-player mode, and therefore tends to get a little dull in the long-term.

8

FINAL FIGHT GUY (JAP)
Capcom, 8 Mbit
1 player
A pointless new version with the best character Cody getting the chop, with Guy replacing him. A poor game music CD is included. The game is slightly easier than the original.

8

GOLDEN FIGHTER (JAP)
Culture Brain, 12 Mbit
1 or 2 players
(see review this issue).

RIVER CITY RANSOM 2 (JAP)
Tecnos, 8 Mbit
1 or 2 players
An odd mix of beat-'em-up and adventure game. We had lots of fun with it in the office, beating people about the head with pillows and suitcases, but we didn't have a clue what was going on, as it's all in Japanese. You might be able to suss it out, but it got a lukewarm reception even in Japan.

Impossible to judge

LAST FIGHTER TWIN (JAP)
Banpresto, 8 Mbit
1 or 2 players
Super Deformer robots in a side-on beat-'em-up. Quite nice graphically and sonically, but a rather limited game all the same. For SD fans only.

6

RIVAL TURF (JAP/US/UK)
Jaleco, 8 Mbit
1 or 2 players
Final Fight's main rival. Not quite as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Turtles*...

7

PITFIGHTER (US)
THQ, 4 Mbit
1 player
An utterly appalling conversion of a popular coin-op. Dire graphics and tear-jerking gameplay are the main culprits. In two words: the pits.

2

RANMA 1/2 (JAP)
NCS Masiya, 8 Mbit
1 or 2 players
A neat one-on-one beat-'em-up with some very odd anime characters (who change sex when they get wet, and sometimes change into giant pandas – don't worry, there's a Japanese TV series which explains it all). Mismatching of characters can be a problem, but on the whole it's great to look at and play.

8

STREET FIGHTER II (JAP/US/UK)
Capcom, 16 Mbit
1 or 2 players
(See review this issue.)

TURTLES IV: TURTLES IN TIME (JAP/US/UK)
Konami, 8 Mbit
1 or 2 players
The Turtles themselves might long since have handed over their cult status to whatever the current craze is, but that doesn't alter the fact that this is a very good beat-'em-up. Superb graphics, some remarkably clever characterisation, frantic gameplay, and a terrific assortment of different levels means plenty of fun. On the downside, it doesn't take long to become repetitive, and only slightly longer to finish.

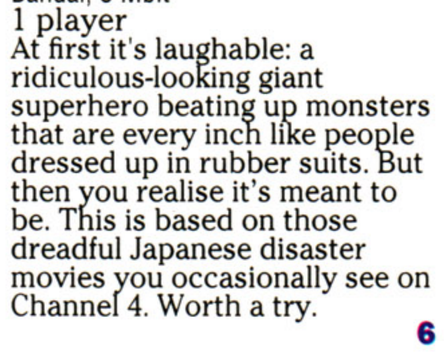
7

ULTRAMAN (JAP/US)
Bandai, 8 Mbit
1 player
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that are every inch like people dressed up in rubber suits. But then you realise it's meant to be. This is based on those dreadful Japanese disaster movies you occasionally see on Channel 4. Worth a try.

6

SPORTS GAMES

While the idea of lots of fresh air and exercise may not tie in too comfortably with that of lying in front of a telly with a joypad, sports games nonetheless proliferate on the Super Nintendo. Just about every sport there is seems to be covered in one way or another, although because of the system's popularity in the US in particular there are more baseball, basketball and American football games than might otherwise be considered desirable...



AUGUSTA MASTERS 3D GOLF (JAP)
T&E Soft, 8 Mbit + BB
1 to 4 players
The first 3D golf game on the Super Famicom and still rather good despite Japanese text. Graphically, it's a mixture of bit-maps and polygons and it works quite well. The screen update could be faster, though.

8

EXTRA INNINGS (JAP/US)
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players
Baseball's tricky to translate well to a games machine, but this probably makes the best job of it, with its cute characters and slick action. But all it boils down to is throwing balls and hitting them. Still, if you really must have a baseball game, go for this one.

7

FIRE DODGEBALL (JAP)
Sunsoft, 8 Mbit
1 or 2 players
A cute, anime version of a very weird game (see *SD Dodgeball* for details). The graphics are pretty good, but the game itself is a bit too simple to be particularly rewarding. The lengthy intro sequences before each game don't help, either.

6

HAT TRICK HERO (JAP)
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players
A pretty slick conversion of the coin-op *Football Champ*. Notable features? It's incredibly fast, so keep your wits about you, but it's rather too easy in one-player mode – you'll need to be playing a chum to get any fun out of it. Oh, and it's not quite as good as *Super Soccer*.

7

HOLE-IN-ONE GOLF (JAP/US)
HAL, 8 Mbit
1 to 4 players
A fairly old game, but still one of the best golf sims available – what it lacks in technical ingenuity, it more than makes up for in simple pick-up-and-play user friendliness. The overhead view used isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

7

JACK NICKLAUS GOLF (US)
Tradewest, 4 Mbit
4 players
Fans of golf games that present things from just behind the player will like the look of this, but the painfully slow way it draws the screen before each shot, not to mention the could-be-better power meter, help muck everything up. Not our favourite, but it'll find its fans.

6

JOHN MADDEN FOOTBALL (JAP/US)
Electronic Arts, 4 Mbit
1 or 2 players
What was a brilliant game on the Mega Drive and Amiga simply doesn't cut the mustard on the SNES. The programmers weren't equipped to convert it, as can be seen in the ropy graphics which aren't very inspiring. It's said that the official UK release (called *John Madden '93*) – will make amends.

5

NOLAN RYAN'S BASEBALL (US)
Romstar, 4 Mbit
1 or 2 players
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, it's not a bad game overall.

7

PEBBLE BEACH GOLF LINKS (JAP/US)
T&E Soft, 8 Mbit + BB
1 to 4 players
The third addition to the 3D golf series and unsurprisingly very similar to the others. Accurate down to the waves on the beach, but the porn movie music is laughable.

8

PGA TOUR GOLF (JAP/US)
Electronic Arts, 4 Mbit
1 to 4 players
Slick presentation (so-called experts talking you through the holes, etc), but it masks the fact that this is a fairly poor SNES conversion of an otherwise excellent sports game. On other systems *PGA Tour* is the golf sim, but here EA's lack of SNES expertise scuppers things. Still, you could do worse.

6

PRO SOCCER (JAP)
Imagineer, 4 Mbit + BB
1 or 2 players
A really shaky conversion of *Kick Off*, with crude graphics and hopeless gameplay. Wait for the conversion of *Kick Off 2* due to appear very shortly.

3

SD DODGEBALL (JAP)
Banpresto, 8 Mbit + BB
1 or 2 players
Based on an imaginary (we hope) sport which involves knocking out members of the opposing team by throwing the ball at them(!) This is but one of a series of Dodgeball games (*Fire Dodgeball* being another), and probably the worst.

5

SPACE FOOTBALL (US)
Triffix, 4 Mbit
1 player
If you've played *Ballblazer* on the Commodore 64, that's probably closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. It's an idea that provides lots of thrills in the short-term, but isn't really enough to justify splashing out this much loot.

6

SUPER BASEBALL SIM 1000 (JAP/US)
Culture Brain, 4 Mbit
1 or 2 players
Another middling baseball game. The pitching and batting are both quite good, but the fielders are a bit unco-operative and the graphics scrappy, with lots of superfluous Mode 7 whizzing in and out.

6

SUPER BASES LOADED (US)
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players
All works okay, but it's just as limited in scope as all the other baseball games on the Super Nintendo, and the graphics are horribly jerky.

6

SUPER BASES LOADED II (US)
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players
Extraordinarily similar to *Super Bases Loaded I*.

6

SUPER BIRDIE RUSH (JAP)
Data East, 8 Mbit + BB
1 or 2 players
Cute cartoony golf game, featuring some nicely drawn courses, but a problem for those not fluent in Japanese. Not as playable as *Hole-in-One*, but it has the advantage of not being so dry in presentation.

7

SUPER BOWLING (JAP/US)
Athena, 4 Mbit
1 or 2 players
(see review this issue.)

SUPER CUP SOCCER (JAP)
Jaleco, 8 Mbit
1 or 2 players
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling viewpoint and isn't going to impress anyone at all. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

6

SUPER DUNKSHOT (JAP)
Alternative name: NCAA Basketball (US)
HAL, 8 Mbit
1 or 2 players
This one's famous for its 3D graphics – the pitch spins around and zooms in and out impressively. There are some brilliant sound effects, too. And, to cap it all, it plays a wicked game of basketball. A little slow at times, perhaps, and a little confusing, but on the whole, great.

8

SUPER FIRE PRO WRESTLING (JAP)
Human, 8 Mbit
1 or 2 players
Nowhere near as smart-looking as *WWF*, but a much more challenging game. Each of the 20 available wrestlers behaves differently, for a start. But in

one-player mode it's virtually impossible to get one over on the computer. You should be okay if you can live with the dull visuals and manage to haul in a friend, though.

6

SUPER SOCCER (US/UK)
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4Mbit
1 or 2 players
This is probably the closest you'll get to real, proper footy on the SNES at the moment. Impressive 3D graphics, and jolly good fun to play. But it doesn't really feel much like football as such, perhaps because the rules have been messed around a bit. We're still waiting for the Super Nintendo's equivalent of *Sensible Soccer*.

8

SUPER TENNIS (JAP/US/UK)
Tonkin House, 4 Mbit
1 or 2 players
One of the best tennis games on any machine (and only rivalled by two fab tennis games on the PC Engine). The range of shots available is amazing, and they all behave realistically and are easy to access. It's not all simply bashing a ball backwards and forwards, either – there's a comprehensive line-up of tournaments and things to enter, too. In short, brilliant.

9

SUPER WWF (JAP/US/UK)
Acclaim, 8 Mbit
1 or 2 players
Marvellous graphics, and enormous fun to play – short-term. One snag is that, while you can choose from four different wrestlers, they all behave exactly the same. And there's no tournament system like on other versions, either – you win or lose a fight and that's it. The upshot of all this is that *WWF* can't be wholeheartedly recommended.

6

TECMO TEAM SOCCER (JAP)
Tecmo, 8 Mbit + BB
1 or 2 players
Yikes! A Super Famicom football management game! And, worse, it's all in Japanese! There are some pretty dynamic match highlights, but unless you can read Japanese and have the patience of a elephant, stay away from this one.

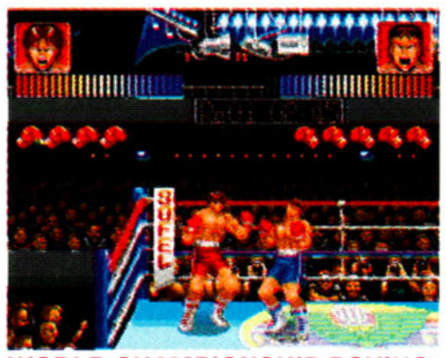
Impossible to judge

ULTIMATE FOOTBALL (JAP)
Sammy, 8 Mbit
1 or 2 players
American football – what a ridiculous sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. The problem is that this is so limited in both scope and technical merit that it can't really be recommended to anyone except real footy fans.

6

WAIALAE COUNTRY CLUB (US)
T & E Soft, 8 Mbit + BB
1 to 4 players
The second of three golf games all using the same programming and graphics but all representing different courses. Accurately depicted and probably the best golf series on the SNES by far.

8



WORLD CHAMPIONSHIP BOXING (JAP)
Softel, 4 Mbit
1 or 2 players
Boxing games are very difficult to pull off, and this is the kind of thing that tends to happen as a result. It's well enough presented, but the gameplay is ridiculously simplistic and gets boring quickly. Steer well clear.

3

PLATFORM GAMES

Possibly the most popular category of all. (After all, *Super Mario World* is a platform game, and where would we be without that?) What counts here isn't so much the presence of lots of platforms, but a certain gameplaying style that platform leaping tends to encourage – an emphasis on timing and ingenuity rather than simple reflexes and bloodthirstyness. A useful rule of thumb here is that the bigger the game, the better, but in rating these we've looked at variety of gameplay and cunningness of design, as well as graphics and sound.

THE ADDAMS FAMILY (US/UK)
Ocean, 8 Mbit
1 player
Not the last word in platform games by any means, but still a polished and enjoyable romp, with a slick feel. A large game, featuring well-integrated adventure, puzzle and shoot-'em-up elements, providing an addictive challenge that gets quite frustrating in places, although a password system allows fairly quick completion.

7

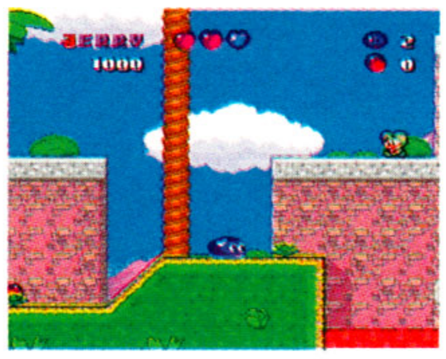
DINOSAURS (JAP)
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player
(see review this issue.)

DRAGONS'S LAIR (UK)
Elite, 4 Mbit
1 or 2 players
(see review this issue.)

HOME ALONE (US)
THQ, 4 Mbit
1 player
A thoroughly dire attempt to cash in on the success of the movie. Hopeless graphics and sound do nothing to rescue the tragically banal gameplay from the claws of drudgery and tedium. A waste of money for fans of the movie – or anybody else for that matter.

2

HOOK (JAP/US)
Sony Imagesoft, 8 Mbit
1 player
(see review this issue.)



JERRY BOY (JAP)
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player
A run-of-the-mill platform game with only it's blob-shaped hero to distinguish it from the crowd. We reckon it seems pretty average.

6

JOE AND MAC (JAP/US/UK)
Data East/Elite, 8 Mbit
1 or 2 players
A good conversion of the original arcade machine, with a few bits missing, and a few more tagged on. Graphically it's nice and colourful, but the tunes don't vary and the gameplay becomes very repetitive far too soon. Not much of challenge here, but younger players should enjoy it.

7

KRUSTY'S SUPER FUN HOUSE (US)
Acclaim, 8 Mbit
1 player
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are reasonable, but it's the excellently paced gameplay that really makes the game. Passwords should be given out more regularly to reduce repetition though.

8

MAGIC SWORD (JAP/US)
Capcom, 8 Mbit
1 player
Capcom's first disappointing release, though not so surprising when you consider how bad the original arcade game was. Instead of giving the conversion the *UN Squadron* treatment and actually improving the gameplay for the SNES version, the programmers have chosen to simply translate the original. And even that they haven't done very well – this is a bodge job on the whole, with mixed quality graphics and terrible slow-down.

6

METAL JACKET (JAP)
Atlus, 8 Mbit
1 player
A horrible experience on any level. Atlus really aren't doing themselves any favours attempting a platform game – a genre where you have to be really good to stand out. This is an *E-SWAT* clone with stilted animation, dire sound and completely inept gameplay.

2

MUSYA (JAP)
Datam, 8 Mbit
1 player
One of the worst Super Famicom games ever – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you see your hero mince along and twiddle his stick it, palls.

3

OUT OF THIS WORLD (JAP)
Interplay, 8 Mbit
1 player
(see review this issue.)

PRINCE OF PERSIA (JAP)
NCS, 8 Mbit
1 player
A superb conversion of the computer classic with new graphics, a brilliant intro and a fabulous *Lawrence Of Arabia*-style soundtrack. Not an easy game by any means, but the password system allows progression without too much trouble. Thoroughly recommended and a classic.

8

SPANKY'S QUEST (JAP/US)
Natsume, 4 Mbit
1 or 2 players
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with the bubbles) and collecting keys. Boring.

5

SUPER ADVENTURE ISLAND (JAP/US)
Hudsonsoft, 8 Mbit
1 player
Simplistic, *Wonderboy*-style gameplay abounds in this third instalment of the series made popular on the NES. Apart from the ugly Master Higgins, the colourful backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game. Infinite continues mean this is a short-lived experience.

7

SUPER CASTLEVANIA 4 (JAP/US/UK)
Konami, 8 Mbit
1 player
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games on any system. More action is needed in places, but superb parallax and incredible soundtracks generate an atmosphere appreciated by serious gamers.

9

SUPER GHOULS 'N' GHOSTS (JAP/US)
Capcom, 8 Mbit
1 player
Another sequel, unique to the SNES. It's got some truly wonderful graphics (though with a little slow-down) and nice tunes, but it's incredibly tough – and, as it lacks battery back-up or passwords, it can be a frustrating experience if you want to persevere with it. The huge levels only have a couple of restart points, too.

8

SUPER MARIO WORLD (JAP/US/UK)
Nintendo, 4 Mbit + BB,
1 player
What more can we say about this huge game? On the downside, the backgrounds become repetitive, but apart from that, it's a gameplayer's dream come true – you'll want to spend weeks discovering every secret bit. Though real *Mario* aficionados tend to prefer Mario's third trip, this remains (along with *Zelda*) Nintendo's flagship game.

9

SUPER VALLIS (JAP)
Telenet, 8 Mbit
1 player
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girly characters but absolutely no excitement. It's just far too contrived, boring and linear to bother with.

5

PUZZLE GAMES

In this section, we're looking at games that require sheer brainpower, and nothing much else. Other than that, anything goes, which explains why maze games sit alongside chess games, and Chinese puzzle games cuddle up to games with lemmings in. The difference between these and strategy games, is that strategy games are 'big' things, with battle plans, mission statistics and movement points, while puzzle games are rather smaller scale and more intricate. (This is all very subjective, we know, but it works for us, okay?)

BOMBUZAL (JAP)
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player
The initial idea for this game is sound – you have to clear bombs from mazes of tiles by setting off chain reactions, but making sure you don't get blown up yourself – the levels are cleverly designed and take considerable skill to negotiate. But (sigh) the graphics are dreary, and, for some unfathomable reason, the whole thing is boring to play. Based on an Amiga original.

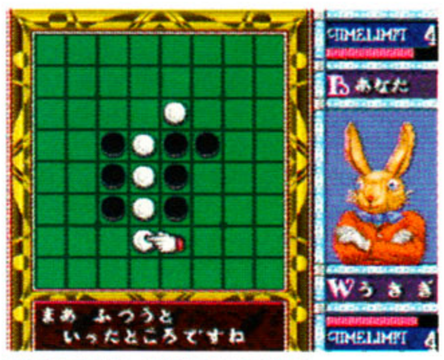
4

CHESSMASTER (US)
Mindscape, 4 Mbit
1 or 2 players
If you're after a chess game you really don't have much choice. This plays a strong game (we, er, think), but there's room for improvement. It's really awfully presented, and the tunes after each move – ridiculous idea though it is – are more irritating than you'd believe possible. And check out that menu!

5

LEMMINGS (JAP/US/UK)
Sunsoft, 8 Mbit
1 or 2 players
A huge hit on every format it's been released on. It takes a while to get to grips with, true, but *Lemmings* is one of the most original, ingenious and downright addictive games ever. Each level has a password, and there are loads of them (more than, for example, the Amiga version). You've really got to buy this.

9



OTHELLO WORLD(JAP)
Tsukuda, 8 Mbit
1 or 2 players
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute touches. But why on earth would anyone want to spend $40.00 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very, very sad indeed.

6

SUPER SHANGHAI (JAP)
Hot B, 8 Mbit
1 player
It's hard to see what's 'super' about it, other than a showy-offy intro and the odd silly sound effect, but as a version of *Shanghai*, the classic puzzle game, it works fine. Relaxing and gently compulsive, but not really worth the dosh.

6

RPG/ADVENTURE GAMES
The most popular game genre in Japan by far (and probably the least popular over here), import RPGs tend to suffer from the fact that they rely so much on text, making most of them unintelligible to non-Japanese speakers. Because of this, very few of these games get imported into this country, but we've covered the ones we managed to get our hands on anyway, if only to warn you away. (As mentioned before, games rendered unplayable by the language barrier get an 'Impossible to judge' rating.) If and when any of them get translated into English for the UK or US markets, we'll run a full review then. Still, let's look at the upside for a moment – without a doubt, these games generally offer bags of lastability and value for money, if only you can work out what's going on...

ACTRAISER (JAP/US)
Enix/Quintet, 6/8 Mbit + BB
1 player
A brilliant combination of strategy and platform action. Graphically it's very well done, but the visuals are left eating dust by the outstanding music. Make sure you buy the US version – it's much more playable with English text!

9

ARCANA (US)
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player
An RPG based around a first person perspective (like *Dungeon Master*) sounds good, but it suffers from a very plodding pace – the combat scenes are particularly long and drawn-out. Graphically it's okay, and the music is well done, but only recommended for die-hard RPG fans.

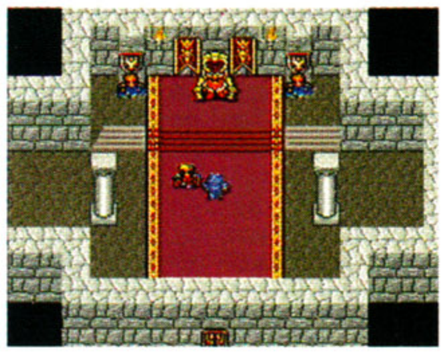
6

DRAGON BALL Z (JAP)
Bandai, 8 Mbit + BB
1 player
The original Japanese *Dragon Ball* anime series has appeared in the 8-bit Famicom (NES) before, but this new version is the first available for the Super Famicom. Basically, an RPG with combat scenes thrown in and enough Japanese text to scare away even the most persevering gamer. Extremely 8-bit in look too.

Impossible to judge

DRAKKHEN (JAP/US)
Kemco, 8 Mbit + BB
1 player
Based on a French 16-bit computer RPG/adventure, this has reasonable graphics, but an awful combat system lets the side down. Most people will find this a real bore – even avid RPG fans – but if you are a *Drakkhen* fan, make sure you get the US version (obviously!).

6



FINAL FANTASY II (US)
Alternative name: Final Fantasy IV (JAP)
Square, 8 Mbit + BB
1 player
A strange one this, as in Japan it's actually the fourth in a very popular series. This is the first version to make it to the SNES, and while it's graphically basic, the lovely music and the involving nature of the quest lifts it way above lesser RPGs.

8

KINGS QUEST V
Bronson, 8 Mbit + BB
1 player
Nothing to do with the Sierra range of computer adventures, this recent addition to an inexplicably popular range of *Zelda*-style FRPs looks, to the untrained British eye at least, like a big pile of steaming nob. If you speak Japanese it might, of course, be fab – we doubt it.

Impossible to judge

LAGOON (JAP/US)
Kemco, 8 Mbit + BB
1 player
This is a fairly involving game, taking some elements from the *Zelda* series, but forgetting a lot of the more important ones – including a map, which can prove extremely irritating in certain areas. However, the graphics and sound are nice enough – this *is* worth considering, but only after you've played *Zelda*, *Final Fantasy II* and *Soul Blader*.

7

LEGEND OF THE MYSTICAL NINJA (US)
Alternative name: Goeman 3 (JAP)
Konami, 8 Mbit
1 or 2 players
One of the best games for the system, mixing RPG adventure-style wandering with side-on platform action. Wonderful oriental music, beautifully drawn graphics and a supremely addictive challenge. Though the Japanese version is accessible, buy the US cart to get the best value from this.

9

ROMANCE OF THE THREE KINGDOMS II (JAP/US)
Koei, 8 Mbit + BB
1-12 players
If you've got lots of friends(!) this is at least sociable. Loads of interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people (presumably) get killed, and we can't make sense of any of it. The recently-become-available US version reveals a fairly simple little game under all the maps and text-boxes, but still not recommended.

5

SD GREAT BATTLE (JAP)
Banpresto, 6 Mbit
1 player
Japan's hugely popular *Super Deformer* series has spawned a lot of Super Famicom spin-off games, and they sell well, no matter how cruddy! This was the first to emerge, and really isn't anything to get excited about, being a crusty old arcade adventure with very tedious gameplay. You have been warned!

4

SD GUNDAM (JAP)
Bandai, 8 Mbit + BB
1 player
Again we head off to Japanese RPG-land, this variant starring a 'Super Deformed' (ie squished and cuty-fied) version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is very traditional Jap RPG, but the rather crappy graphics and sound and use of Japanese text make it virtually unplayable.

Impossible to judge

SOUL BLADER (JAP)
Enix, 8 Mbit + BB
1 or 2 players
Not the sequel to *Actraiser* as once thought, but a different RPG altogether. Brilliant graphics, nice sound, great gameplay and Japanese text! Wait for the US version called *Soul Blazer* due out very soon.

8

SUPER CHINESE WORLD (JAP)
Culture Brain, 8 Mbit
1 player
A sequel to a popular 8-bit Famicom game called *Little Ninja Bros*. The usual overhead viewpoint changes at regular intervals for combat. Cutish but rather 8-bit.

impossible to judge

SUPER NINJA (JAP)
Koei, 12 Mbit + BB
1 player
You'd never know this was 12 meg – it has all the flat colours, simple graphics and laughable animation of an early NES game. It uses the same overhead view as *Zelda*, et al, but being Japanese proves impossible to play. Some loss.

Impossible to judge

SUPER WAGAN ISLAND (JAP)
Namcot, 8 Mbit
1 player
Funny, with cute graphics and likeable characters, this semi-arcade, semi-text based arcade adventure seems pitched towards the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!)

Impossible to judge

XARDION (JAP/US)
Asmik, 8 Mbit + BB
1 player
From the makers of *D Force* comes another disaster! This time it's an *E-SWAT* clone – you control a robot that must progress through different zones, each with a guardian at the end. Sounds reasonable so far, but the dreadful graphics, awful sonics and pathetic gameplay and structure ruin it.

4

YS III (JAP/US)
Tonkin House, 8 Mbit + BB
1 player
Not as good as the prequel (*YS Books I & 2*) on the PC-Engine CD ROM, but still a top quality RPG. Instead of an overview of the landscape, you get a scrolling side-on perspective, and though it's not as big as the first two games, it's fun.

7

ZELDA 3: A LINK TO THE PAST (JAP/ US)
Nintendo, 8 Mbit + BB
1 player
The long-awaited 16-bit *Zelda* is a brilliantly designed and implemented adventure that puts similar games to shame, in much the same way as *Mario* dominates the platform world – Nintendo's top programmer was involved in both games.

9

MISCELLANEOUS
Erm, and here's where we've put all the games we couldn't shoehorn into any other category. A pretty motley bunch, aren't they?

BART'S NIGHTMARE (US)
Acclaim, 8 Mbit
1 player
(see review this issue.)

CAMELTRY (JAP)
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player
(see review this issue.)

MARIO PAINT (JAP/US)
Nintendo, 8 Mbit + BB
1 'player'
A painting and music package that's really only for youngsters. It's very basic (only 16 colours? On a system with thousands?) and once you've drawn something, what do you do with it? It's free with the Nintendo mouse – but wait until it's on sale separately.

3

PANG (JAP)
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player
(see review this issue.)

THE ROCKETEER (JAP/US)
IGS, 8 Mbit
1 player
Lovely graphics, but that's about it. It consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. This is awful.

3

FILL THIS IN!

(OR WE'LL FILL IN YOUR FACE)

MEET LANCE CARBINE, P.I.

- He's six foot four.
- He's got a deep, gravelly voice and rarely shaves.
- He carries an extremely large gun.
- He drives a battered '72 Oldsmobile.
- He doesn't take any nonsense from *anybody*.
- Once he's on a case, he sees it through.
- And gets the girl.

We want to know all about you. And we'll resort to anything...

We want to know all about you. And we'll resort to anything to find out. You see, we want to write the sort of magazine you'll want to read, and to do that we need to know a bit more about you. A lot more, in fact – everything from what you play on your Super Nintendo to your brand of toothpaste. So we're doing a Reader Survey.

Now, you've got two choices:

THE EASY OPTION

Fill in this form (it won't take a minute) and send it back to us. What could be simpler? Not only will you be helping us publish a better magazine, but you'll also be in with a chance of winning a highly desirable limited edition *Super Play* T-shirt! The senders of the first 10 forms we read after the closing date get the shirts, which is probably reason enough on its own to help out. However...

OR... THE HARD OPTION

If you won't squeal, we'll have no other choice but to send Lance Carbine, Private Investigator, round to extract the information from you manually. First he'll probably hole up outside your house for a few days, just sitting in his car, watching you, noting everything. You won't even know he's there. He might set up a phone tap too. Then, when he reckons the time is right, at the dead of night he'll sneak into your house and start rummaging through your drawers. But he'll knock over a vase, and you'll come running downstairs with a baseball bat to see what's going on. He'll jump out from behind the door and wrestle the weapon from you, but you'll land a lucky punch and nip out through the front door. After a lengthy car chase you'll crash into some dustbins, he'll screech to a halt behind you and you'll find yourself sprawled over the bonnet, ready to reveal everything.

So what's it to be? We thought you'd agree...

YOUR HARDWARE

1) HOW LONG HAVE YOU OWNED YOUR SNES?

- ☐ Over two years
- ☐ Over a year
- ☐ Over six months
- ☐ Over two months
- ☐ Just bought it

2) WHAT SORT OF SNES DO YOU OWN?

- ☐ UK official
- ☐ US import
- ☐ Japanese import (Super Famicom)

3) WHAT UPGRADES (IF ANY) DO YOU OWN/INTEND TO BUY FOR YOUR SUPER NINTENDO?

	Own	Intend to buy
New joypads	☐	☐
Joystick	☐	☐
Super Magicom	☐	☐
Game Genie	☐	☐
Converter	☐	☐
Super Scope	☐	☐
CD ROM drive	☐	☐

4) DO YOU A) OWN ANY OF THESE MACHINES OR B) INTEND TO BUY ANY OF THESE MACHINES OVER THE NEXT SIX MONTHS? TICK THE RELEVANT BOXES.

	Own	Intend to buy
NES	☐	☐
C64	☐	☐
Spectrum	☐	☐
Amstrad	☐	☐
Atari ST	☐	☐
Amiga	☐	☐
PC compatible	☐	☐
Sega Master	☐	☐
Sega Mega Drive	☐	☐
Neo Geo	☐	☐
PC Engine (any version)	☐	☐

5) DO YOU OWN OR INTEND TO BUY A HANDHELD OVER THE NEXT SIX MONTHS?

- Gameboy ☐
- Game Gear ☐
- Atari Lynx ☐
- PC Engine GT/Turbo Express ☐

YOUR SOFTWARE

6) LIST YOUR FIVE FAVOURITE SUPER NINTENDO GAMES:

1).....
2).....
3).....
4).....
5).....

7) RATE THESE DIFFERENT TYPES OF GAME IN ORDER OF APPEAL (1 FOR THOSE YOU LIKE BEST, 9 FOR THE SORT YOU CAN'T STAND).

- Shoot-'em-ups ☐
- Platform games ☐
- Sports simulations ☐
- Beat-'em-ups ☐
- Puzzle games ☐
- Driving games ☐
- Arcade adventures ☐
- Fantasy role playing games ☐
- Simulations ☐
- Strategy games ☐
- Puzzle games ☐
- Others (please tell us) ☐

.....
.....

8) DO YOU HAVE A FAVOURITE GAME PUBLISHER? IF SO, WHO?

.....

9) DO YOU HAVE A FAVOURITE PROGRAMMER OR DEVELOPMENT TEAM? AGAIN, IF SO, WHO?

.....

10) HOW MANY GAMES WILL YOU BUY OVER THE NEXT THREE MONTHS?

- None ☐
- One ☐
- Under five ☐
- 5-10 ☐
- Over 10 ☐

11) HOW MANY SUPER NINTENDO GAMES DO YOU ACTUALLY OWN?

- Under five ☐
- 5-10 ☐
- 10-20 ☐
- 20-40 ☐
- Over 40 ☐

12) HOW MUCH DO YOU SPEND ON GAMES EVERY MONTH?

- Under £10 ☐
- £10-£20 ☐
- £20-30 ☐
- £30-40 ☐
- £40-50 ☐
- £50-60 ☐
- Over £60 ☐

13) ON AVERAGE, HOW MUCH TIME DO YOU SPEND PLAYING GAMES A WEEK?

- A couple of hours ☐
- About five hours ☐
- 5-10 hours ☐
- 10-15 hours ☐
- 15-25 hours ☐
- Over 25 hours ☐

14) WHICH OF THE LIST BELOW HAS THE GREATEST INFLUENCE ON YOUR CHOICE OF GAMES TO BUY?

- *Super Play* reviews ☐
- UK magazine reviews generally ☐
- American or Japanese magazines ☐
- Advertising ☐
- Packaging ☐
- Word of mouth ☐
- Impulse purchase ☐

YOUR READING HABITS

15) WHAT OTHER NINTENDO MAGS DO YOU BUY? RATE THEM OUT OF 10.

Super Play...../10
...../10
...../10
...../10
...../10

16) IF YOU'VE MARKED ANOTHER MAGAZINE ABOVE *SUPER PLAY*, WHY DO YOU LIKE IT BETTER?

.....
.....
.....
.....

17) HOW MANY PEOPLE READ YOUR COPY OF *SUPER PLAY*?

.....

18) RATE EACH SECTION OF *SUPER PLAY* OUT OF 10

- Super Express (general) ☐
- Anime World ☐
- The *Super Play* Interview ☐
- The Best Games Machine In The World ☐
- (The Super Nintendo Feature) ☐
- Import game reviews ☐
- Official game reviews ☐
- *Prince Of Persia* Super Player's Guide ☐
- *Castlevania IV* Super Player's Guide ☐
- Mode 7 ☐
- What Cart? ☐
- Win Everything Competition ☐
- *Super Play* Diary ☐

19) WHAT WOULD YOU LIKE TO SEE SELLOTAPED TO THE FRONT OF *SUPER PLAY*? (WITHIN REASON.)

.....

20) IF YOU COULD CHANGE ANY ONE THING ABOUT *SUPER PLAY*, WHAT WOULD IT BE?

.....
.....

YOU

21) WHERE DO YOU LIVE?

- SE England ☐
- SW England ☐
- Midlands ☐
- Northern England ☐
- Scotland ☐
- Wales ☐
- Northern Ireland ☐
- Rest of world (please specify): ☐

.....

22) HOW OLD ARE YOU?

.....

23) ARE YOU

- Male? ☐
- Female? ☐

24) ARE YOU

- In full-time employment? ☐
- Unemployed? ☐
- At college or university? ☐
- At school? ☐

25) WHAT'S YOUR APPROXIMATE ANNUAL INCOME?

- Over £20,000 ☐
- £16,000 – £20,000 ☐
- £12,000 – £15,999 ☐
- £8,000 – £11,999 ☐
- £5,000 – £7,999 ☐
- £1,000 – £4,999 ☐
- Under £1,000 ☐
- Pocket money ☐

26) WHAT ELSE DO YOU LIKE DOING BEYOND PLAYING SUPER NINTENDO?

- Watching sports ☐
- Playing sports ☐
- Going to the movies ☐
- Watching TV and videos ☐
- Listening to music ☐
- Going to the pub ☐
- Going to clubs ☐
- Riding bikes ☐
- Reading ☐
- Other (please state) ☐

.....
.....

27) WHICH OF THESE ELECTRICAL GOODS DO YOU OWN? AND WHICH DO YOU INTEND TO BUY?

	Own	Intend to buy
Television	☐	☐
Video recorder	☐	☐
Camcorder	☐	☐
Cassette player	☐	☐
CD player	☐	☐
Personal stereo	☐	☐
Portable stereo	☐	☐
Radio	☐	☐
Other hi-fi	☐	☐

28) WHICH OF THE FOLLOWING MONEY ACCOUNTS DO YOU HOLD/INTEND TO OPEN IN THE NEXT SIX MONTHS?

	Hold	Intend to open
Bank current	☐	☐
Bank savings	☐	☐
Building society current	☐	☐
Building society savings	☐	☐
Post Office giro	☐	☐
Post Office savings	☐	☐
Premium Bonds	☐	☐
Other	☐	☐

29) WHAT BANK/CREDIT CARDS DO YOU HAVE, OR PLAN ON GETTING IN THE NEXT SIX MONTHS?

	Have	Intend to have
Cheque card	☐	☐
Cash card	☐	☐
Visa	☐	☐
Mastercard	☐	☐
American Express	☐	☐
Diners Club	☐	☐
Store card(s)	☐	☐
Other	☐	☐

30) WHAT BRAND OF TOOTHPASTE DO YOU USE?

.....

Okay, now just fill in your name and address and pop it in the letterbox, and we'll call off Carbine.

NAME: .....
ADDRESS: .....
.....
.....
POSTCODE: .....

Send your completed questionnaire to:

***SUPER PLAY* SURVEY**
30 Monmouth Street
Bath BA1 2BW

And make sure we get it by Friday 23 October 1992 or you'll miss out on the prizes!

Data Protection Act
The data on this questionnaire may be stored on computer, and Future Publishing may pass on this information to third parties for their mailing lists. If you want your name and address to be withheld from all computer records arising from this questionnaire, tick this box: ☐

YOU'VE READ US FOR THE LAST 92 PAGES. NOW IT'S YOUR TURN!

Hey, so you'll have heard this before, but it's worth making the point again – a magazine really isn't anything without its readers. That's why we want you to become as heavily involved with the mag as possible – and to make it easy for you, we've come up with a set of ready-made departments just waiting for you to correspond with. You'll find them below, but first (to make it *even* easier) a quick guide to the wrong and – yes! – the right ways to write us a letter...

WRONG:

Yo! Yo! Yo!

What a wicked magazine!!! It reely is fabulous. I'd like to thoroughly congratulate you all on being such a brilliant bunch of people. No, I mean it. Until I discovered Super Play my life had been empty. Now I feel complete. In fact I've put my copy on a plinth in the middle of my living room and I spend most of the day kneeling there gazing at it. Fantastic mag. Fantastic people. Fantastic.

That git Bint doesn't know what he's talking about. Sod. Do you know a good word processing package for my Amiga? Games are too expensive. Segas are nob. Super Soccer is reelly good. Well worth 40 quid. But R-Type isnt. Its rubbish. You gave it 82% and it only deserves 45. What the hell are you on?!?! You load of tossers. And you missed a comma out on page 61.

Bet you don't print this!!!!

P.S. Give me a job.
P.P.S. My mate's got a gerbil called Norris.

Not a good start.

Aw, shucks. It might all be true, but we'll take it as read that we are, indeed, completely fab. You don't have to tell us.

Who is 'Bint'? Is this some reference to a games reviewer? Or a letter in an earlier copy? We won't know what you're talking about if you don't tell us...

Lots of jumbled-up, unsubstantiated, self-contradictory, abusive nonsense.

Oops – no name or address. So who do we send the prize to?

Is anyone really likely to be interested?

Bet you're right.

RIGHT:

46 Acacia Gardens,
Southgate,
London
NW15 2GP

3rd October 1992

Dear Super Play,

I'm very impressed with the new magazine - your artistry left me quite breathless - but I'll get straight to the point.

Why are Super Nintendo games so much more expensive than computer games in Britain? I realise that a lot of work goes into them, and manufacturing a cartridge obviously costs more than duplicating a floppy disk, but £40? While in America recently I saw Super Smash TV on sale for $35 (£20-ish) while the same game costs £40 over here. Surely if the prices were lower, Nintendo would sell more games and everyone would be happier?.

One other thing: your reviews are great, but how about mentioning the number of lives you get in each game?

I've enclosed a fiver to, er, cover your expenses.

Yours sincerely,

A. Aardvark

Arthur Aardvark

Address and date.

A little gentle flattery, here serving more as a lead into the second paragraph than an attempt to butter us up.

The guts of the letter, written concisely and argued intelligently, with plenty of supportive evidence. (Obviously you'll want to come up with something more original than this, though. And get some decent jokes in too, if you can.)

While we obviously abhor bribery (hem hem), there's little we can do to prevent you from trying.

Formal sign-off, with name printed clearly. Well done.

Constructive criticism is always welcome.

PLAY BACK

HYPER EXCITING READER'S VOICE

Here's your first – and most obvious – chance to play a role in the phenomenon that is *Super Play*. All you've got to do is write to us. And if your letter's any good, we'll print it in Play Back – do it fast enough and we'll have the first one next issue.

Every month there'll be a fab SUPER PLAY PEN (gasp!) for everyone who gets something printed, and a fabulous SUPER PLAY T-SHIRT (wooooooo!) for the ones to particularly catch our eye. (The first person to explain to us the bizarre subtitle to Play Back is a dead cert for the first one, for instance.) Write to us *now* at *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

GAMEFREAK

WHEN is *Axelay* coming out in the UK?
WHO wrote *Castlevania IV*?
WHY don't Japanese cartridges work in British machines?
WHICH is the best SNES driving game?
HOW... er, how come there aren't any decent Napoleonic war games on the Super Nintendo?
If there's anything (*anything*) you want to know about the Super Nintendo, or the release of SNES games, we'll do our best to print you an answer. Write to Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW, or ring us on the evening of Thursday 1 October on (0225) 442244.

SUPER MARKET

Got something you want to buy? Got something you want to sell? Or maybe you had your mind set on more of a swap arrangement? Whatever transaction type takes your fancy, you've come to the right place. Supermarket (well, it just had to be called that, didn't it?) offers a FREE small ads service to our readers – you fill in the form (below), post it off to us, and we'll do the rest. Obviously we can't guarantee every ad we get sent will appear in the magazine – we may get far too many to fit – but we'll do our best. And remember to tick which category it wants to go in too!

BOOK YOUR FREE SUPERMARKET AD HERE!

It's simple. Just fill out this form, or a photocopy (block caps please), and send it on the back of a postcard or envelope to Supermarket, *Super Play* magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. If you're under 18, please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. This service is only available to private advertisers.

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NOVEMBER 1992 ISSUE 1

You're probably still reeling from the sheer brilliance of this issue, but, believe it or not, *Super Play* is going to be this good EVERY MONTH! Indeed, it can only get bigger and better.

In each issue you'll find:

- **EXCLUSIVE previews and interviews!**
- **INDEPENDENT (and completely straight-up) reviews of every new import and official SNES cart!**
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- A SPECIAL letter from the editor with each issue – exclusive to subscribers. (He hasn't quite worked out what it'll say yet, but knowing him it's sure to make riveting reading).
- PLUS! A fabulous *Akira* video from Manga, worth £12.99, ABSOLUTELY FREE!

And all this for just £23.40 – that's no more than you'd pay for 12 copies at your newsagent.

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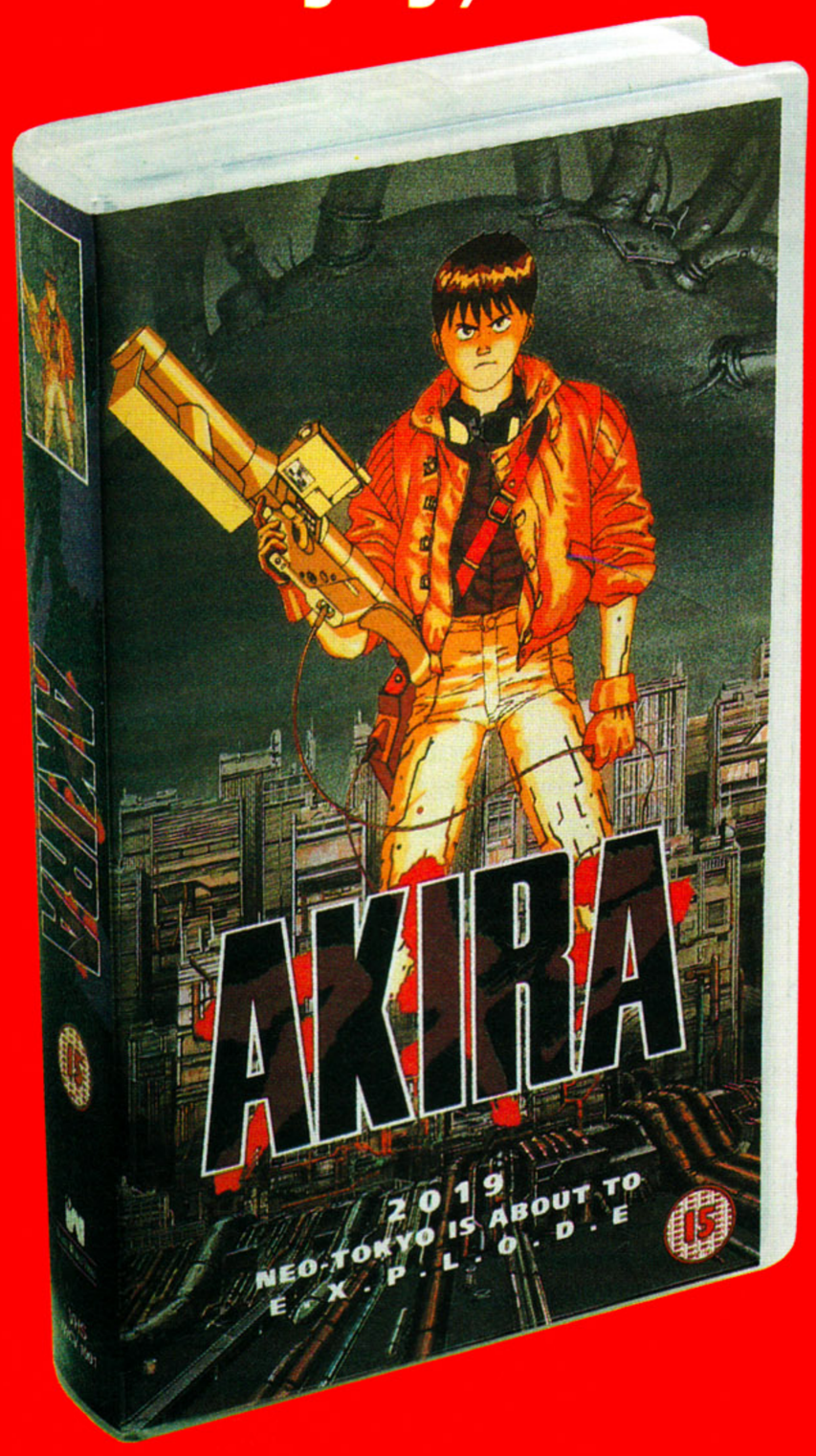

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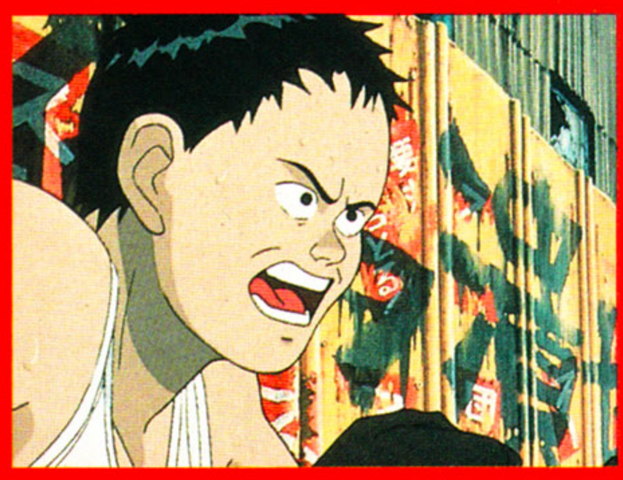

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This coupon is valid until 30 November 1992. SU/MAG/1192

You'll be swamped by them!

WIN! ALL SORTS OF

That's right! You wouldn't believe the amount of stuff we've got for you to win! (Well, you might, but it's an awful lot.) Instead of running one competition this first issue, we're running 12! (Actually, we're running 15 or so if you count the ones you should have come across already.) The idea is this gives everybody the chance to win something. Yes, even you. (And it's all highly desirable merchandise, presented by Britain's top Super Nintendo publishers.) If you don't normally enter competitions, this could be the one to change your mind...

WE'VE GOT:

- **10 MicroProse goody bags!**
- **A *Terminator 2* leather jacket from Ocean!**
- **EVERY Imagineer game for a year!**
- **20 Accolade T-shirts!**
- **A Nintendo Game Boy from Konami!**
- **10 Gremlin Graphics goody bags!**
- **10 Electronic Arts T-shirts!**
- **EVERY Jaleco game for a year for TWO lucky people!**
- **FIVE copies of *Joe & Mac* from Elite!**
- **10 Mindscape T-shirts and 10 Outlander T-shirts!**
- **EVERY Ubi Soft game for a whole year!**
- **10 *Super Play* goody bags!**

WHAT YOU'VE GOT TO DO TO WIN THEM:

It's simple. You can enter as many, or as few, 'mini-competitions' as you like. For each prize you want to enter for, work out the answer to the relevant question (from the list below) and jot it down on the coupon. So if, for example, you wanted to have a crack at winning a *Super Play* goody bag – though heaven only knows why you would – and you thought the top speed of a Cadillac de Ville Touring Sedan was 170 mph, you'd circle 'c' on the coupon. (Obviously that's not the answer, though. Otherwise we wouldn't have said it.) (Although, then again...)

Once you've filled in as many answers as you want – or can – cut out the coupon (or a photocopy), pop it in an envelope, address it to Grand Opening Competition, *Super Play*, NUBY, PO Box 10, Sunderland SR4 6SN, and make sure it reaches us by 13 November 1992.

1) OCEAN COMPO

To win a stylish – and extremely valuable – *Terminator 2* leather jacket from Ocean, just like the one worn by Arnie, tell us when the first non-stop aerial crossing of the Pacific Ocean was made. Was it in:
a) 1909,
b) 1931, or
c) 1932?

2) ACCOLADE COMPO

One of 20 Accolade T-shirts could soon be on its way to you, if you can answer the following question correctly: What do the Famous Five like to drink lashings of? Is it:
a) lemonade,
b) orangeade, or
c) ginger beer?

3) ELECTRONIC ARTS COMPO

If you fancy one of those 10 Electronic Arts T-shirts, answer this: Which TV show was set in the New York School of the Performing Arts? Was it:
a) *Charles in Charge*,
b) *Panorama*, or
c) *Fame*?

4) JALECO COMPO

If you see yourself as one of the two lucky people who'll receive every new Jaleco game that's released over the next year (that's six or seven games), tell us which country the airline JAL operates from: Is it:
a) Japan,
b) Wales, or
c) Afghanistan?

5) MICROPROSE COMPO

Fancy a MicroProse goody bag? Okay, answer this: Which one of the following isn't the opposite of a 'pro':
a) a con,
b) a Persian carpet, or
c) an amateur?

6) IMAGINEER COMPO

If you want to sort yourself out with a year's supply of Imagineer games, tell us who wrote the hit song *Imagine*. Was it:
a) Irving Berlin,
b) Gustav Mahler, or
c) John Lennon?

7) ELITE COMPO

You're in with a chance of winning one of five copies of *Joe & Mac*, Elite's club-wielding platform romp, if you can tell us who built the Elite sports car. Was it:
a) Lotus,
b) Lamborghini, or
c) Datsun?

8) MINDSCAPE COMPO

To try for one of those aforementioned 20 Mindscape/*Outlander* T-shirts, tell us what you should 'mind' when mixing with polite company. Is it your:

THINGS

a) a's and b's,
b) h's and i's, or
c) p's and q's?

9) UBI SOFT COMPO
If you'd like to find yourself receiving a complimentary copy of every UBI Soft game that's released over the next year, tell us where you'd find a U-bend. Would it be:
a) under a sink,
b) in a gymnasium, or
c) in a war film?

10) GREMLIN COMPO
To be in with a chance of winning one of 10 Gremlin Graphics goody bags, answer this: How many *Gremlins* films have there been?
a) none,
b) 1, or
c) 2?

11) KONAMI COMPO
If you'd like to enter for the Nintendo Game Boy from Konami, tell us which of these words is the odd one out:
a) salami,
b) origami, or
c) cwm?

12) SUPER PLAY COMPO
And finally, *Super Play* goody bags to the first 10 people who tell us the top speed of a Cadillac de Ville Touring Sedan. Is it:
a) 90 mph,
b) 111 mph, or
c) 170 mph?

RULES
- If your entry doesn't reach us by 13 November 1992, you won't win a thing. Simple as that.
- The editor's decision, no matter how bizarre, is final.
- Employees of Future Publishing and any of the participating companies aren't allowed to enter. (They can afford their own T-shirts anyway.)

Here are my answers. Please send me a prize. (If I win one.)

1) a b c	7) a b c
2) a b c	8) a b c
3) a b c	9) a b c
4) a b c	10) a b c
5) a b c	11) a b c
6) a b c	12) a b c

Name: _____

Address: _____

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Send this form (or a photocopy) to Grand Opening Competition, *Super Play*, NUBY, PO Box 10, Sunderland SR4 6SN.
If you don't want to receive mail (special offers and so on from *Super Play* and other companies), please tick this box ☐

CARTOGRAPHY

Jargon – the world of Super Nintendo is full of the stuff. To make things a little easier for everyone, we've come up with a list of the most impenetrable technical terms you might come across in the course of this magazine and explained them all, as simply as we can. Super Nintendo experts can skip this bit, of course, but for the rest of us it should prove a lifeline...

Adaptor - They come in various forms, but basically all of them allow software from one country to be used on a SNES from another.

Battery back-up (BB) – Switch off a normal cart and all your hard work will disappear into electronic oblivion. Switch off one with battery back-up, however, and it'll keep all your high scores and saved positions safely tucked away for another day.

Bit – A one or a zero. Stick lots of these together in the right order and you've got yourself a game. There are about 8 million in the average cart.

CD ROM – A method of storing absolutely huge games on compact discs rather than cartridges. The Super Nintendo CD ROM drive is due to appear next year, and promises to be a world-beater.

CPU – Central Processing Unit, the chip at the heart of any computer. In the case of the Super Nintendo it's a 65sc816 (eek!) running at 3.58 MHz (sorry, this probably isn't helping much), and it's in charge of all the graphics and sound chips that make your console so fab.

Game Boy – Nintendo's handheld, black-and-white, battery-powered console.

God-sim – A game in which you get to play God, like *Sim City*, or, er... you know the sort of thing.

Grey import – Nintendo don't tend to release games in the UK until several months, years, millenniums after they've appeared in Japan and the US. If you want to get hold of them sooner, you'll have to hunt around for a grey import version. The mail order ads in this issue are a good place to start, but be careful, as grey imports won't work on UK machines without the correct adaptor that can cost between £15 and £25.

Megabit – 128k. A million **bits**.

Megabyte – 8 megabits and also the average cart size.

Mega Drive – (*Get outa town! - Ed.*)

Mode 7 – All the best games use Mode 7, a unique Super Nintendo feature that gives you 3D screen scaling and rotation, ie graphics whizzing in and out of the screen (and also round and round a bit) at high speed.

NES – Nintendo Entertainment System. The console that came before the Super Nintendo. Rather like John the Baptist, in fact.

NTSC – The US and (indeed) Japanese TV system, which updates the image 60 times a second (ie 60Hz) – 10 times more than the UK PAL system – but has fewer lines per screen. So the picture is slightly less flickery, but also less detailed. To games players, however, what matters is that NTSC games run faster than PAL games, and use the full screen for the game image, like a coin-op.

PAL – The TV system used in the UK. Unless you're enough of a game freak to have bought an overseas machine (quite a smart move, actually – see the giant SNES feature this issue), your Super Nintendo will use PAL, and will therefore plug straight into your TV's aerial socket.

Parallax scrolling – When parts of the background move at different speeds to the foreground, giving a sort of 3D effect, that's parallax scrolling.

Platform game – A game full of platforms which you have to negotiate, like *Super Mario World*.

RPG – Role Playing Game. One of those weird games with wizards, orks and hit points in.

SCART – Posh tellies have a SCART socket which cuts out a lot of the irrelevant electronics that deal with television programmes. If your telly's got one, plug your Super Nintendo into it for a better picture.

Scrolling – The process whereby everything slowly oozes from one side of the screen to the other, like it does (after a fashion) in *R-Type*.

SNES – Super Nintendo Entertainment System, aka Super Nintendo. The business.

Sprite – Anything that moves around the screen – Mario, for example.

Super Famicom – The Japanese name for the Super Nintendo.

Super Scope – A bazooka-based light gun for the SNES, soon to be packaged with it.

NEXT MONTH IN SUPER PLAY!

ANIME GAMES SPECIAL!

This month's cover artist, Wil Overton, examines the cross-over between Japanese animation and the Super Nintendo, including reviews of games like *Gundam F-91*, *Dragon Ball Z*, *Ranma 1/2*, *Area 88* and *GPX Cyber Formula*, alongside the actual TV shows that spawned them. You won't believe some of this stuff! Including: an explanation as to why all cute Japanese characters have such big eyes! You read it here first!

AND THIS: MORE GAMES!

Next month we'll have even more top games reviewed, including spectacular new imports like *Wings II*, *Axelay* and *Super Play Action Football*, plus all the new UK releases, including games like *Populous*, *Kick Off* and *Rival Turf*. As things start to hot up for Christmas, the *Super Play* reviews section goes into overdrive!

MORE TIPS!

Mode 7 gets more pages, including the first Ask Ade column, where our very own Adrian Price answers all your gaming queries. Plus the first half of our complete solution to *Zelda III – A Link To The Past*. And, this month's star game *Super Mario Kart* gets the full Super Player's Guide treatment.

MORE PAGES!

That's right – next issue will be even bigger than this one! That means more room for news, more room for reviews, more room for Super Player's Guides, more room for everything. The gap between *Super Play* and other UK Super Nintendo magazines just gets wider...

The second, bigger, better issue of *Super Play* will be on sale Thursday 5 November! *ORDER YOUR COPY NOW!*

SUPER PLAY **ISSUE 1 NOVEMBER 1992**

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DATEBOOK

And last, but not least, we have the Datebook – *Super Play*'s at-a-glance guide to major games being released in Japan, the UK and the US over the next couple of months, as based on current release schedules.

MONTH	DAY	TITLE	TYPE	PUBLISHER	COUNTRY
Oct	12	SF II SNES Pack	hardware	Nintendo	UK
Oct	16	Return Of Double Dragon	beat-'em-up	Technos	Jap
Oct	17	Street Fighter II	beat-'em-up	Capcom	UK
Oct	22	Super Royal Blood	strategy game	Koei	Jap
Oct	late	Populous	strategy game	Imagineer	UK
Oct	late	Terminator II	shoot-'em-up	Acclaim	UK
Oct	–	Living Room Legend	board game	IGS	Jap
Oct	–	True Goddess Revival	RPG	Atlus	Jap
Oct	–	Major Title	golf game	Irem	Jap
Oct	–	Road Monarch	strategy game	Epoch	Jap
Oct	–	Volley Ball Twin	sport game	Tonkin House	Jap
Oct	–	Cyber Knight	RPG	Tonkin House	Jap
Oct	–	Dragon's Earth	strategy	Human	Jap
Oct	–	Septentrion	action	Human	Jap
Oct	–	Silver Saga 2	RPG	Seta	Jap
Oct	–	Wings II	flight sim	Namco	US
Oct	–	Super Mario Kart	racing game	Nintendo	US
Oct	–	James Bond Jr	action	THQ	US

FUTURE ENTERTAINMENT SHOW, Earls Court, London. 5 - 8 November 1992. (See page 12.) Be there!

Nov	mid	Kick Off	football game	Imagineer	UK
Nov	21	Cacoma Knight	puzzle game	Datam	Jap
Nov	27	Fatal Fury	action	Takara	Jap
Nov	27	Pro Baseball League '93	sport	Epic	Jap
Nov	late	Barbarossa	strategy	Sammy	Jap
Nov	late	Super Strike Gunner	shoot-'em-up	Activision	UK
Nov	late	Spindizzy Worlds	puzzle	Activision	UK
Nov	–	Dragon's Lair	platform game	Elite	UK
Nov	–	Chessmaster	board game	Mindscape	UK
Nov	–	Spiderman And The X-Men	action	Acclaim	UK
Nov	–	Mah Jong	board game	IGS	Jap
Nov	–	Lenus	RPG	Asmik	Jap
Nov	–	Power Athlete	action	Kaneko	Jap
Nov	–	Mickey's Magical Quest	action	Capcom	Jap
Nov	–	2020 AD Super Baseball	sport	G Amusements	Jap
Nov	–	Royal Conquest	strategy	Jaleco	Jap
Nov	–	North Star Ken 6	action	Toei	Jap
Nov	–	Monopoly	board game	Tomy	Jap
Nov	–	Assault Suits Valken	shoot-'em-up	NCS	Jap
Nov	–	Super Sokoban World	puzzle	Pack In Video	Jap
Nov	–	Project Olympus	RPG	Banpresto	Jap
Nov	–	Human's Grand Prix	racing game	Human	Jap
Nov	–	Stress	strategy	Hect	Jap
Nov	–	Showdown! Brasnan Bars	action	Lasersoft	Jap
Nov	–	Super Volleyball '92	sport	Video System	Jap
Nov	–	Death Valley Rally	action	Sunsoft	US
Nov	–	Alien vs Predator	action	Activision	US
Nov	–	Wing Commander	space sim	Mindscape	US
Nov	–	Tom & Jerry	action	Hi-tech	US

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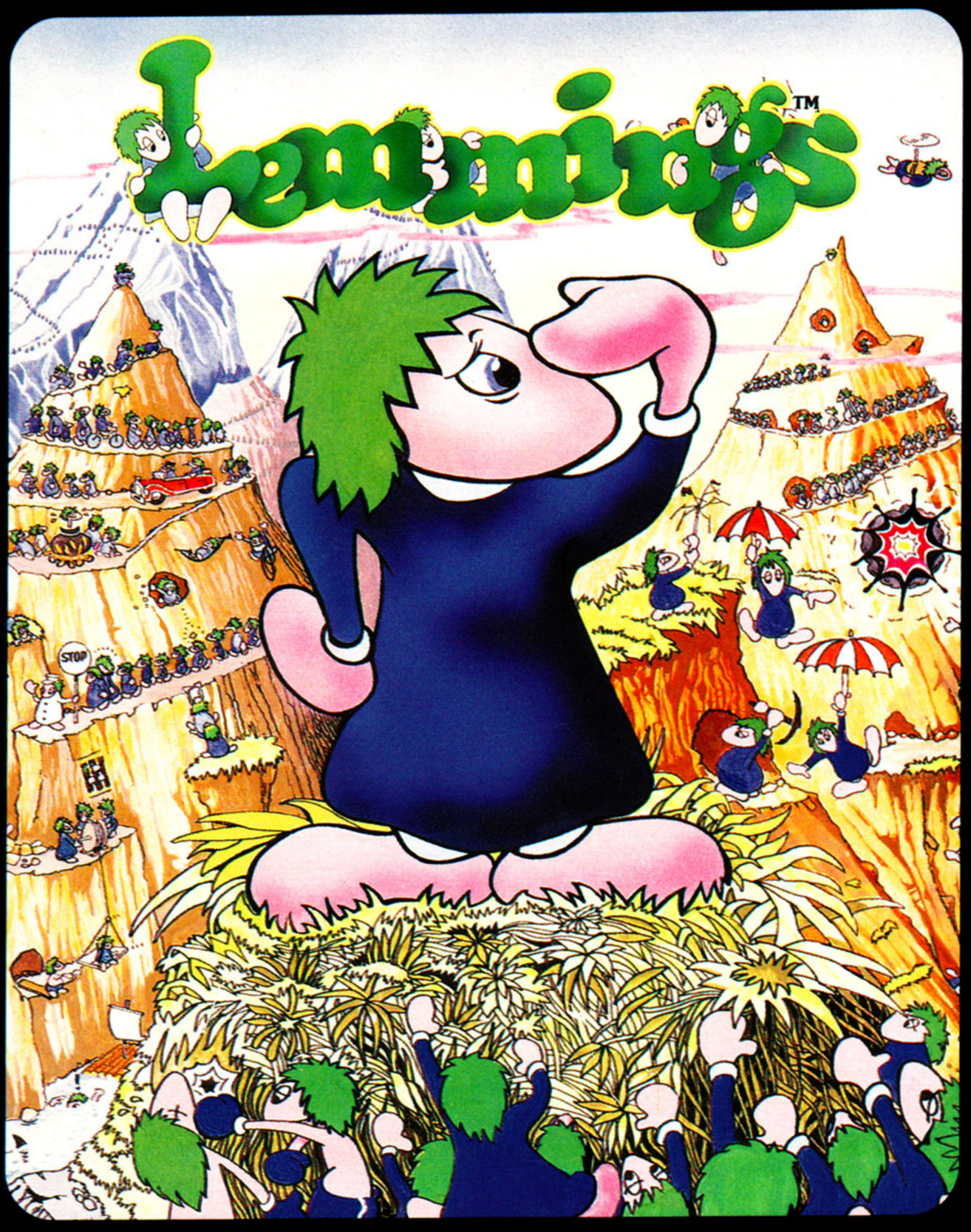

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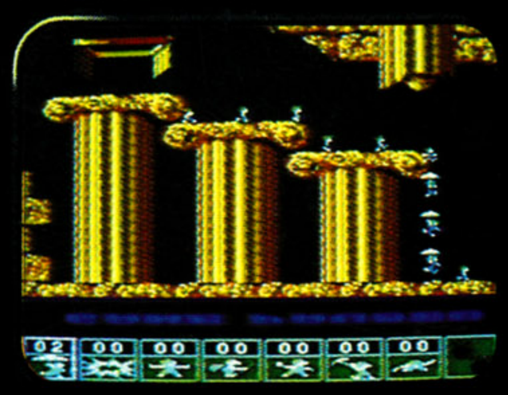

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THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM:
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES:
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE.
FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS,
TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING,
PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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